

RyanBatten

www.ryanbatten.com

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Objective

To obtain employment in the field of Game Development with a focus on design, scripting/programming, or production.

Skills and Knowledge

Game Design

- * Scripting/Programming
- * Documentation
- * Level Design
- * System Design
- * Tools Development
- * Feature Development

Programming

- * Unity3D Scripting
- * TorqueScript (T3D & TGB)
- * SourceSDK
- * C#
- * Javascript
- * C++

Software/Applications

- * Unity3D
- * Microsoft Office Suite
- * Illustrator and Photoshop
- * Torque3D, Torque Game Builder
- * SourceSDK/Hammer
- * GtkRadiant (Quake)

Projects

September 2008-May 2009

School-Related

Columbia College Chicago

Dismantle.Repair

Year-long capstone project; a team-based, first-person game focused on building a tower faster than the opposing team.

Team Size: 25

Positions: Documentation Lead (Pre-production) and Scripting Coordinator

Responsibilities:

- * Keep the game design document up-to-date and accurate during pre-production.
- * Assign and track tasks; schedule and lead meetings for 4 scripters.
- * Implement gameplay, user interface, and art in engine via script as specified by the documentation.
- * Troubleshooting and bug fixing as a result of QA testing and bug reports.

January-May 2008

Extracurricular

Columbia College Chicago

Portal: Tournament

A mod project creating a tournament-style set of levels and puzzles in Portal for a school-sponsored Portal tournament.

Team Size: 8

Position: Co-Lead

- * Assign and track tasks; schedule and lead meetings.
- * Work with client on defining and fulfilling the project specifications.
- * Design and produce unique puzzles and levels.

(Additional project experience can be found at www.ryanbatten.com)

Experience

May 2010-Present

InContext Solutions, LLC

Chicago, Illinois

Simulation Developer

- * Design, Programming, and Development of Interactive 3D Simulations for Market Research.

Fall 2009-May 2010

Columbia College Chicago

Chicago, Illinois

Game Design Teacher's Assistant

- * Assist professor in teaching various game design and engine scripting courses.

Fall 2007-May 2010

Columbia College Chicago

Chicago, Illinois

Administrative Assistant to the Director of Institutional Research

- * Coordinate and assist team of research analysts to create reports from gathered data.

Education

2004-2009

Columbia College Chicago

Chicago, Illinois

- * BA in Game Design: Development with a minor in Management -- Final GPA: 3.888

Awards, Recognition, and Leadership

- * President of the 2007-2008 Columbia College Chicago Game Makers Club
- * Winner of Columbia College Sponsored GDC 2008 Scholarship
- * Winner of Columbia College Chicago Presidential Scholarship
- * Displayed in Gallery: *Dismantle.Repair* at Manifest 2009, Columbia College Chicago
- * Displayed in Gallery: *Array* at Manifest 2008, Columbia College Chicago

(references available upon request)