



# RYAN WHITTLE



## GAME DESIGN

### SKILLS

UX/ UI Design  
Level Design  
System Design

### SOFTWARE

Illustrator  
Photoshop  
Premiere Pro  
Maya Models/ Animation  
Unity 3D  
Unreal Engine 4

### EDUCATION

University of Utah  
BS in Games Graduate  
  
Current MEAE Grad Student at  
University of Utah

### ACHIEVEMENTS

Speaker at Waffle Games 4.0  
BSA Eagle Scout  
U of U Men's Soccer President

### GAME PROJECTS

#### All of Us Research Project - VR & Mobile Experiences

- Mobile game in-development meant to introduce people to the NIH's All of Us program.
- VR experience in-development where players are walked through some AOU processes.
- Working on game design as well as creating 2D assets and mockups for the mobile game.
- Creating design mock-ups, Unity scenes, and modeling 3D props for the VR experience.
- Collaborate and communicate with engineers, producers, stake holders, and project partners.

#### Color Me Healthy - Mobile App for Medical

- App for use by pediatric cancer patients to track symptoms and provide caregivers with key info.
- Created UI mock-ups and final UI assets including a system of reward badges and avatar attire.
- Collaborated with a stakeholder who works as Registered Nurse to ensure a patient focused product.

### CONTACT

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### EXPERIENCE

#### Designer/ Artist • The Therapeutic Games and Apps Lab

MAY 2021 - CURRENT

- Video game lab focused on medical/ educational game development.
- Fulfill meaningful design tasks and documentation for multiple teams.
- Most work is completed using agile development methods.

#### Designer/ Co-Owner • Startale Games, LLC

AUG 2019 - CURRENT

- 3 person studio that publishes and develops games for PC.
- Serve as designer helping the team achieve a cohesive vision.
- Work hard to be a Swiss army knife for the team in various dev areas.

#### Game Designer • Loot n' Scoot Studios, LLC

AUG 2020 - MAY 2021

- Provided deliverables to both the design team and art team.
- Created 3D models, textures, animations, and implemented in-engine.
- Authored and analyzed surveys used to gather critical feedback.

#### Game Designer • Funovus, LLC

JUNE 2020 - SEP 2020

- Remote opportunity where our team made a prototype mobile game.
- Communicated directly with Executive Producers and project team.