

RYAN WHITTLE

GAME DESIGNER

CONTACT

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EDUCATION

UNDERGRADUATE

University of Utah - BS in Games
2015 - 2021

GRADUATE

University of Utah - MEAE
2021 - Present

SKILLS

Effective Communication
Sketching Mock-Ups and GDDs
Game Design Literate
Cross-Discipline Collaboration
Constructive Use of Feedback
Documentation Authoring
Unity and Unreal Experience
Illustrator/ Photoshop/ InDesign

SUMMARY

I am a game design master's student with experience in different areas of game development and I work at the Gapp Lab. I am driven to make serious/ educational games. I excel at making GDDs and Adobe Illustrator sketches to effectively convey design ideas.

EXPERIENCE

DESIGNER/ ARTIST

[The Games and Therapeutic Apps Lab](#)
May 2021 - Present

- Research lab focused on medical/ educational game development.
- Fulfill meaningful documentation and design tasks for multiple teams.
- Create in-game assets and implement them into the game engine.
- Utilize agile workflows which rely on communication and collaboration.

CO-OWNER

[Startale Games, LLC](#)
Aug 2019 - Present

- A three-person studio that develops and publishes PC games.
- With 2 engineers and myself, I fill production, design, and art roles.
- Most games we work on are in Unity; though we have used others.
- Work part-time intermittently during breaks in school and work.

DESIGNER/ ARTIST

[Loot n' Scoot Studios, LLC](#)
Aug 2020 - May 2021

- Undergraduate capstone project with 18 U of U student developers.
- Stayed agile and available for both the design team and the art team.
- On release sat at #1 on Steam's new free and trending games list.
- Created 3D models, animations, and authored all player-facing surveys.