# RYAN WHITTLE
## GAME DESIGN INSTRUCTOR

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## Experience

For the past three years, I have been invited to be a speaker/ presenter for Hunter College's EGD Collective in NYC. For 2021, I was part of an Indie Game Dev Panel, for 2022 I gave my own presentation on Health Game Dev, and for 2023 I did a talk on my personal journey through games education.

In addition to the listed experiences, I worked as a Video Editor/ Recorder for the Executive Masters in Business Administration program at the David Eccles School of Business at the University of Utah. I have a passion for sharing experiences and teaching actionable skills in game development.

### 3rd Eye Interactive, LLC : Sep 2022 - May 2023
Game Designer/ Technical Animator

- Played a crucial role as part of a 16-person team in developing an Unreal 5 game inspired by ancient Hindu scripture and featuring souls-like gameplay.
- Designed character attacks and animations to enhance the gameplay experience.
- Utilized motion capture techniques and Maya to bring combat designs to life.
- Collaborated with engineers and designers to overcome project obstacles.

### The Games and Therapeutic Apps Lab : March 2021 - May 2023
Game Designer/ UI Artist/ Research Assistant

- Gathered requirements from stakeholders and formulated game design action plans.
- Performed as sole designer/ artist on multiple teams, staying multi-disciplinary.
- Prototyped various mobile, web, and VR games for the NIH's All of Us Program.
- Developed a user interface for a game aimed at pediatric cancer patients, enabling symptom tracking.

### Startale Games, LLC : Aug 2019 - June 2022
Co-Owner/ Designer/ Artist

- Co-founded a game studio with 2 others, specializing in PC and mobile games.
- Led a 5-member team to create a 4-player PVE multiplayer experience for PC.
- Published "8-Bit Attack" on Steam for and with guidance from Petersen Games.
- Developed a casual mobile prototype for Funovus, LLC in San Francisco.

## Education

**2014 - 2021**
University of Utah

**BS in Games**

This is the Bachelor's degree in video game creation at the University of Utah's EAE department. It covers a wide array of game development topics and skills over four years.

**2021 - 2023**
University of Utah

**Master of EAE**

This is the Master's degree offered at the University of Utah's EAE department. For this degree, all the students participate together in studio simulations and multiple game project creations over the course of two years.

## Skills

Game Design Documentation

In-Engine Cinematics Creation

Video Game Asset Creation

3D Animation and Implementation

Public Speaking/ Education

## Software

- Unity/ Unreal 5
- Autodesk Maya
- Premiere Pro
- Adobe Suite
- Microsoft Office

## Other Info

**EGD Collective/ Waffle Games**
Speaker/ Presenter

**LinkedIn Profile**
linkedin.com/in/ryan-whittle/

**Portfolio Website**
Ryanwhittle.org