

DOUGLAS RYSDYK

Game Designer

Contact

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[LinkedIn](#)

Technical Skills

Languages: C++, C#
Software: Unity 3D, Unreal Engine 4, Office 360

Additional Skills

Rapid Prototyping, Presentation, Communication,
Multi Tasking, Ideation

Projects

Gameplay Programmer

SamHunny Developing | Team: 4 | Jun 2020 – Jan 2022

Created a reusable system for linking cutscenes together into a nonlinear story in Unreal Engine 4. Volunteered for additional roles leading to group productivity increases by 20%. Expanded worldbuilding through monthly newsletters leading to an increase in interest by 10%. Produced 9 email newsletters and 25 Tweets to market the game.

Indie Game Developer

Factory Flip | Team Size: 2 | Jun– Sept 2020

Designed an iteration of Flappy Bird's mechanics in Unreal Engine 4. Worked side by side with an artist to create assets unique to the game. Optimized the game, reducing initial file size by over 50%.

VR Gameplay Developer

2nd Year Farmingdale Open House | SUNY Farmingdale | Team Size: 4 | Jan – May 2020

Organized group and assigned tasks over Discord during the start of the COVID-19 Pandemic. Worked alongside other students to create VR games and bundle them using Git and GitHub. Contributed a VR version of mini-golf to the group's party game for a total of 3 mini-games. Finished project 15 days ahead of schedule.

Experience

Assistant Store Manager

Leslie's Pool Supplies | May 2018 – 2020

Organized daily store tasks, incoming items, and outgoing orders. Clearly communicated with customers to resolve their pool chemistry and mechanical problems. Contributed to increase in store revenue by 100%.

Education

Computer Systems Tech Certificate

SUNY Farmingdale | 2020

B.A. History

SUNY Purchase | 2012 – 2016