Ryan Murray

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Objective
Seeking a Unity3D developer position in the serious games/entertainment industry.

Education
B.S. in Computer Game Design and Development, Minor in Software Engineering.
Kennesaw State University, formerly Southern Polytechnic State University

Experience
Augmented Reality Software Developer, ArchieMD Inc, November 2017 – Current
- Developing innovative Augmented Reality, Telemedicine, and Haptic Robotics medical software in collaboration with the Department of Defense, Army, Air Force, NASA, and University Systems.
- Lead developer on a Virtual Patient simulation with in-depth customization: body morphing, aging, lip-sync, injury types/locations, breathing rhythms, cardiac rhythms & other vitals, assessment, interventions & much more.
- Developed immersive HoloLens application for training nursing students on pediatric airway management. Use of complex behavior trees to track medical states of a virtual infant & child. Medical state of patient can improve/degrade based on user actions and time. User data tracked for evaluation purposes.
- HoloLens development on interactive simulations for training medical personnel on how to perform an IV & Central Line Placement. Vuforia used to track medical instruments and anchor virtual anatomy inside manikins.
- Lead/Network developer on point of injury augmented reality telemedicine application for the US Army. Designed to guide medics through life saving procedures with reassurance from remote doctors. Ability to send video/images through battlefield environments with less than 50 kilobits bandwidth, high latency and packet loss.

Quality Assurance Lead, Adult Swim Games, December 2016 – November 2017
- QA Lead for known Adult Swim games such as the *Robot Unicorn Attack* series.
- Team Developer for Steamworks, SIE DevNet, and NDP.
- Research, guide, and translate developer information across team.
- Internal testing of iOS, Android, Steam, PS4, Xbox One, Nintendo Switch, and HTC Vive games.
- Monitor and verify 3rd party analytics, monetization, and marketing SDK implementations.
- Bug tracking via JIRA.
- Execute test plans alongside QA interns.

Unity3D Developer (Contract), Adult Swim Games, August 2015 – July 2016
- Ported existing Adult Swim game from flash to mobile.
- Utilized Inheritance and Polymorphism to create a scalable code design.
- Implementation of Coroutines and Delegates.
- Used server data to implement major game mechanics and anti-cheating system.
- Optimization for Android platform.
- Version control with GitHub and TortoiseGit.
- Redesigned game to engage larger demographic and create monetization.

HTC Vive Development
Developed *Firewall VR* during time at Adult Swim Games. Player must fight off waves of flybots before the computer's power source is destroyed. Annihilate flybots with your pistol, sticky grenades, hammer, and shield. High usage of inheritance and polymorphism. Developed in Unity3D using C#. Extended SteamVR for improved controller input API. Collaborated with fellow intern artist to create an immersive environment and fun mechanics.

Xbox Live Indie Game Development
Two titles released on the Xbox Live Indie Games marketplace; *Cataclysm!*(Feb. 2013) and *Halloweenies*(Oct. 2013). Games were developed using Microsoft Visual Studio and XNA. Publication required games to pass Microsoft's Certification process to meet Xbox 360 requirements and provide a final game rating similar to the ESRB.