

# Ryan O'Connor

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## Professional Experience

### State of Michigan - Grand Rapids, MI, USA

July 2022 - Present

#### .NET Full Stack Junior Web Developer

Title: Secure Site / ASP.NET, SQL

- Designed and implemented new features and functionality in existing applications according to best practices and industry standards
- Worked with databases to create and fine-tune tables, stored procedures, and functions
- Debugged and tested code to identify and fix bugs during development process
- Monitor and analyze error logs to identify and troubleshoot issues in the production environment

### Colony LLC. - San Diego, CA, USA

April 2022 - July 2022

#### Gameplay Programmer

Title: NFTChat, an NFT-based MMO for PC and Mac / Unreal Engine 5

- Designed and implemented gameplay mechanics and systems, such as character movement, AI behavior, and player interactions
- Collaborated with other team members to ensure that gameplay features were integrated seamlessly into the overall game design

### YETi CGI - Wyoming, MI, USA

July 2020 - April 2022

#### Front End Developer Intern

Title: Numerous client work, creating applications based on client's requirements / CasualOS

- Used HTML, CSS, and JavaScript to create responsive and interactive applications that work well on different devices and browsers based of clients requirements
- Collaborated with other team members to work synchronously on applications

## Professional Projects

### Lead Gameplay Programmer

January 2021 - December 2021

Title: Hero of Rasuna, a hack & slash dungeon crawler for PC / Unity 2019

- Built gameplay mechanics and systems, such as character movement, AI behavior, combat systems, player interactions, animations, and VFX
- Oversaw team of developers and ensured that features were integrated seamlessly into the overall game design

### Lead Developer

August 2020 - June 2021

Title: Let's Go Marketing, a board game turned virtual for Web / Unity 2019

- Led team of developers to create board game codebase and character movement system
- Integrated visual and interactive elements into game engine to enhance player experience

## Education

**Bachelor's of Applied Science**, Ferris State University, Big Rapids, MI, USA / 2021

Major: Digital Animation and Game Design, Cum Laude

## Skills

VB, C#, ASP.NET, SQL Server, Powershell, jQuery, Bootstrap, JavaScript, HTML, CSS, Telerik, IIS, Agile Software Development Life Cycle (Scrum), Azure DevOps, Unity, Unreal Engine, NodeJS, Java, Adobe/Google/Microsoft Suite