

Ryan Schneider

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OBJECTIVE

To obtain a position as a level designer or game designer

EDUCATION

Tabb High School, graduated 2009

Honors High School Diploma

Old Dominion University, graduated 2013(expected)

BA in English, Professional Writing

Minor in History

EXPERIENCE

Old Dominion University

Public relations campaign staff member

Planned and executed public relations campaign promoting annual Jingle Bell Run/Walk, increasing event attendance by 15%

Old Dominion University

Course Project

Learned basics of Unity3D engine, applied skills from online tutorials to design and build small prototype game

ADDITIONAL TRAINING

GameCamp! Game camp

Enrolled in one-week program teaching basics of the game industry and game development. Collaborated with other campers to develop a game concept and pitched it to industry professionals.

SKILLS

Proficient in Microsoft Office

Strong technical writing skills

Basic knowledge of C++