*** Heavens Way, Yorktown, VA, 23693 ● 757-867-**** ● rschn009@odu.edu

Ryan Schneider

Objective:

To obtain a position as a level designer or game designer

Education:

2006-2009	Tabb High School	Yorktown, Virginia

Honors High School Diploma

2009-2013(expected)	Old Dominion University	Norfolk, Virginia

BA in English (Professional Writing), Minor in History

Experience:

September-December 2012	Public relations campaign staff member	Old Dominion University

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

March-April 2012	Course Project	Old Dominion University

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

Additional Training:

June 2007	GameCamp!	Austin, Texas

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++

Portfolio available upon request