Ryan McGurrin

ryanmcgurrinbusiness@gmail.com

Personal Portfolio Website: ryanmcgurrin.com

OBJECTIVE

I am currently seeking co-op opportunities and summer employment in game programming.

EDUCATION

Currently attending Northern Secondary School.

- Graduating in June 2025

SKILLS AND EXPERIENCE

Technical Skills:

- Proficient in the following programming/coding languages: Java, C#, HTML, CSS.
- Four years of experience with Unity development (Both 2D and 3D).
- Proficient at using major operating systems like (Windows, and Mac).
- Standard First Aid & CPR trained and certified.

Experience with:

- Website design
- Game development
- Designing itch pages
- Computer Building
- Computer Repair

PERSONAL PROJECTS

Sole Developer   **June 2024**

"Legend"

- 2D, Adventure, Adventure made using Java (no engine)
- Made in 2 weeks

Web Developer And Technician   **Sept 2023 - Jan 2024**

"Signa Computers (Co-op)"

- Website Work, Computer Building, and Computer Repair

Sole Developer   **Nov 2023**

"A Divers Dream"

- 2D, Adventure, Bullet hell, made using Unity(C#)
- Made in a 1 week game jam(Pizza Jam)

Web Developer   **July 2023**

"cardiovascularresearch.uoguelph.ca"

- Cardiovascular research website for the University Of Guelph

Sole Developer   **July 2023**

"A Wolf Hunted"

- 3D Survival Game using Unity(C#)
- Made in a 2 day game jam(GMTK)

Web Developer   **March 2023**

"ryanmcgurrin.com"

- Personal Portfolio made using vscode(HTML, CSS)

Sole Developer   **Jan 30 - Feb 6 2023**

"Tree Planting Sim"

- 2D Simulator Game using Unity(C#)
- Made in a 7 day game jam
- Was the most popular (most viewed/played) game upon completion of the jam

Sole Developer   **Oct 2022- Dec 2022**

"A Wolf's Vengeance"

- 3D Platformer using Unity(C#)
- 61 Levels
- Utilizes GitHub

Sole Developer   **Aug 2022**

"Explorer 2" - Remake

- 2D Point And Click Adventure using P5.js (no engine)

Sole Developer   **June 2024**

"Explorer 1" - Remake

- 2D Point And Click Adventure using Java (no engine)
- Made in 2 weeks

Sole Developer   **Oct 2021**

"Pill Parkour"

- 2.5D Platformer using Unity(C#)