

Ryan Heath

Software Engineer

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EXPERIENCE

House of How, Remote

Engineer - Unity Roguelike Deckbuilder, Aug 2023 - Aug 2024

- Architected the core card game engine, enabling rapid prototyping and iteration of new card mechanics.
- Provided technical leadership and mentorship to junior developers, enhancing their skills and project contributions.
- Collaborated across disciplines to bridge technical expertise with creative vision, establishing a streamlined card game UX development process to rapidly bring concepts to life.
- Established efficient development workflows, including Pull Requests, continuous integration, and automated testing, to improve code quality and team productivity.

Associate Engineer - Multiple Projects, Aug 2022 - Aug 2023

- Took ownership of a narrative feature from concept to completion, independently researching and implementing a solution while effectively collaborating with the design team.
- Collaborated with design, art, and audio teams to identify workflow bottlenecks, resulting in the development of custom tools that significantly improved asset integration and reduced production time across multiple departments.

Junior Engineer - Roguelike Deckbuilder Prototype, Feb 2022 - Aug 2022

- Efficiently created proof-of-concept prototypes to validate game design ideas, fostering collaboration and accelerating development cycles.
- Successfully collaborated with senior engineers to implement the card game engine and card editor, gaining valuable experience and producing a fully functional prototype on time.

Author Digital, Remote

Engineering Intern - Unity Strategy Game, May 2020 - Aug 2020

- Successfully adapted to an Agile/Scrum development environment, effectively utilizing Confluence and Jira to contribute to team projects.
- Actively collaborated with senior engineers to effectively execute assigned tasks, gaining experience and enhancing problem-solving skills.

TECHNICAL SKILLS

C++, C#, Unity,
GDScript, Godot, Lua

SKILLS

Leadership, Teaching,
Communication, Prototyping

TOOLS

Git, Azure DevOps,
Jira, Confluence

EDUCATION

DigiPen Institute of Technology, Redmond, WA

Bachelor of Science in Computer Science and Game Design, 2022