

# Ryan Woods

## Game Designer

8501 Willows Rd NE, Apt B211

Redmond, WA 98052

(803)487-7552

rwoods1908@gmail.com

[ryanwoodsdesigns.com](http://ryanwoodsdesigns.com)

[linkedin.com/in/ryan-patrick-woods](https://linkedin.com/in/ryan-patrick-woods)

### Design Skills

Progression Design  
Economy Design  
Reward Systems  
Game Balance  
UI Wireframing  
Documentation  
Narrative Design  
Game Feel  
Asset Pipelines

### Programming Languages

C, C++, C#, JavaScript, HTML/CSS

### Programs

#### Unity

Unreal Engine 4  
Autodesk Maya

#### Figma

Adobe XD

Adobe Photoshop

Perforce

Git

SVN

XMind

Microsoft Office Suite

## Academic Projects

### Systems Designer | Unreal Engine 4

01/2021–04/2021

#### *BackWav* | Single-Player First Person Shooter

- **Charted** out a scoring system that rewards points for the stylishness of the player's playstyle.
- **Scripted** a fast-paced movement system consisting of double jumping, wall running, wall climbing, and sliding.
- **Wrote** an extensive GDD consisting of system, narrative, and UI/UX design documentation.
- **Wireframed** all UI screens and implemented them to spec in accordance to UI/UX design pillars

### Technical-UX Designer | Unity

08/2020–12/2020

#### *Binary Dreams* | Side scrolling Platformer

- **Iterated** on a dialogue system that reads in data from XML files, and parses different tags from within a typing coroutine. This includes swapping dialogue boxes and playing audio on a per sentence basis.
- **Created** a slot-based character customization system, which allowed for cosmetic rewards to be scattered throughout the levels.
- **Integrated** the cosmetic system into the NPC design, which allowed for more visual variance.
- **Designed** branching dialogue trees for NPCs in a narrative spreadsheet.

### Investment Design Coursework

10/2020–12/2020

- **Created** a complete investment design GDD for an MMO with player driven content.
- **Outlined** all progression loops, with charts detailing players' expected progression ranges stratified for average playtime per week.
- **Explored** possible monetization opportunities with the Free-to-Play monetization strategy, such as cosmetic microtransactions and in-game advertising.

## Professional Experience

Design Teaching Assistant | DigiPen Institute of Technology

01/2019–Present

Design / CS Tutor | DigiPen Institute of Technology

05/2019–Present

**Bachelor of Arts in Game Design**  
**(Minor in Psychology)**

DigiPen Institute of Technology  
Expected Graduation 04/2021