# RYAN WOLFE

ryan.wolfe@mail.com

## SOFTWARE ENGINEER  /  DIGITAL ARTIST / GRAPHIC DESIGNER

I have a Master's Degree in Software Engineering and eight years of professional programming experience – largely  in the video game industry.  Since the birth of my daughter I have been working from home as a graphic designer, 3D modeler, and table-top game developer focused on starship designs and related products. Now I would like to relaunch my career using both my technical and creative skills in a dynamic team environment for a growing company.

## PRIMARY SKILLS

- Software engineering
- Object oriented programming
- C / C++ Windows PC development
- Game design & development

- 2D digital art & 3D modeling
- Graphic design
- Document creation
- Team management & Training

## TOOL PROFICIENCIES

- Visual C++
- 3D Studio MAX
- Microsoft Office

- Photoshop
- InDesign
- Illustrator

## EDUCATION

| | | | |
|---|---|---|---|
| Bachelor's Degree, | Michigan State University | – Computer Engineering | 1992 |
| Master's Degree, | Michigan State University | – Software Engineering | 1994 |
| Master's Degree, | University of Louisville | – Education | 2010 |
| Associate's Degree, | Penn Foster (online) | – Graphic Design | ongoing |

## Software Engineering

| | |
|---|---|
| **Visix Software** | Reston VA.  1994 - 1995 |
| **Top Dog Software** | Austin TX.  1995 - 1998 |
| **Electronic Arts** | Seattle WA.  1998 - 1999 |
| | |
| **Human Code** | Austin TX.  1999 - 2000 |
| **Sapient** | Austin TX.  2000 - 2001 |
| **Kentucky Higher Education Student Loan Corporation** | Louisville KY.  2001 - 2002 |

- Developed corporate cross-platform applications, provided training and sales assistance on-site.
- Designed and coded several PC Windows games as part of small start-up company.
- Worked as part of a team of programmers optimizing physics and graphics engines.

- Developed software and lead programming teams on educational and entertainment projects.
- Continued software engineering and programming for video game projects.
- Designed, developed, and maintained a suite of financial applications across multiple platforms.

## Graphic Design & Digital Art

| | |
|---|---|
| **Purdue University** | New Albany IL. 2001 - 2002 |
| **BlackWyrm Games** | Louisville KY.  2003 - 2008 |
| **Ki Ryn Studios** | Louisville KY.  2004 - 2010 |
| **0-hr: art & technology** | Pittsburgh PA.  2010 - 2017 |

- Taught an introductory class on Photoshop and computer graphics.
- Cofounded a small company to create original and for-hire game materials and books.
- Created sole proprietorship for freelance graphic design work and digital document production.
- Formed LLC for continued  game development, document, poster, and miniatures production.

# CONTACT

Ryan Wolfe

2346 Eldridge St.

Pittsburgh PA 15217

ryan.wolfe@mail.com

0-hr.com