Overview

Initially, my career focused on software engineering with intense corporate programming in Washington DC. In addition to cross platform coding and interface design, I provided sales assistance, technical support, and training classes at customer sites around the country and abroad. When my significant other needed to move to Austin for graduate school, I took the opportunity to break into the thriving video game industry there.

While working for a series of ambitious startups during the dot com glory days, I developed teamwork and management skills coding a variety of educational and entertainment projects for Windows using the Visual C++ development tools. My formal engineering training allowed me to quickly become a programming lead. I scheduled and managed a small team of coders while interfacing with art, design, and management personnel. This is where I was first introduced to 3D Studio and Adobe design software, and where I began to mix my artistic and technical dreams.

I returned to the world of financial corporate programming after relocating to Louisville and then became a stay-at-home dad with the birth of my daughter. Working from home I co-founded a small pen-and-paper game company that completed both original projects and contract assignments. Soon I spun off a solo studio to establish and support my own product lines. I continued to work with 3D Studio and Adobe Creative Suite, focusing now on graphic design and document production. During this time I also completed a second Master's Degree - this time in Teaching - with a specialization in middle school science. Though I found the training invaluable and the teaching rewarding, the job market (and whole economy) at the time made continuing to work on my own a better choice for my family.

Now in Pittsburgh, my solo studio has evolved into "0-hr: art & technology". I have continued to refine my graphic design skills while creating my own series of science fiction gaming products. I have dozens of digital issues for sale online and have created a physical line of starship posters and miniatures. In 2015 I raised $80,000 on Kickstarter to publish my own board game "Shadowstar Corsairs". I understand accountability, I pay attention to detail, and I finish what I start.

My future plans include expanding the existing product line to bring the Aramda to a wider audience. Given the opportunity I would also like to rejoin the workforce as part of a dynamic team that requires both technical and artistic ability.

~Ryan Wolfe
0-hr.com

Video games and books on which I have worked, plus the companies for which I programmed.

From ORIGINS 2017, displayed here are some of my posters and miniatures, as well as my board game.

FUTURE ARMADA
DELUXE STARSHIP DESIGNS

JO LYNN
TRANSPORT

5

Uses the Open Game License to present familiar stats for ship & crew

OGL SCI-FI

FUTURE ARMADA
DELUXE STARSHIP DESIGNS

GRYPHON
MERCENARY FOR HIRE

OGL SCI-FI

Uses the Open Game License to present familiar stats for ship & crew

0 hr
ARMADA CODEX 12

CRUCIBLE
PROCESSING STATION

0 hr
ARMADA CODEX

KINTARŌ
RACING YACHT

FUTURE ARMADA
DELUXE STARSHIP DESIGNS

WAYFARER
SCOUT SHIP

3

Uses the Open Game License to present familiar stats for ship & crew

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FUTURE ARMADA
DELUXE STARSHIP

REDUX BETA
VARIANT DESIGNS

20

Uses the Open Game License to present familiar stats for ship & crew

OGL SCI-FI

These are a few of my digital products.