

Ryan Circelli

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Education

University of Tulsa, Tulsa, OK Spring 2021 – Spring 2023
Bachelor of Science, Computer Simulation and Gaming: Design Track, Film, Art, Computer Science Minor

University of Washington, Seattle, WA Fall 2018 – Fall 2020

Qualifications

- *Intermediate:* 3D Modeling & Game Design Spring 2023
 - Comfortable with Blender and Substance Designer for constructing and texturing models
 - Can confidently create simple to intermediate models in varying level of detail
 - Unity Certified Associate Game Developer
 - Design and build games in Unity including 2-D space shooter, first-person horror, and VR simulation
- *Intermediate:* Programming Spring 2023
 - C# for Unity game projects
 - Java for class projects and graphics programming using an OpenGL Wrapper
 - C++ for building a game engine in class titled game engine design
- *Intermediate:* UX/UI Design and Prototyping Spring 2023
 - Proficiency in Figma, Adobe Photoshop, Illustrator, AfterEffects, and Audition
 - Design mobile app prototypes and creative UI elements
 - Update game UI to feel more intuitive

Extracurricular Experience

Studio 151, Studio Director

- Manage student-run podcast studio
- Schedule podcast recording sessions, editing timeframes, and release dates on a weekly basis
- Produce, host, and edit podcast episodes
- Collaborate with regular and guest hosts, including university faculty to speak to their area of research
- Exercise on-the-spot problem solving and troubleshoot technology issues

Tulsa University Television (TUTV)

- Assist in the production of the weekly on-campus news broadcast in roles varying from teleprompter operator to floor manager
- Collaborate with a team of 15+ members to provide students and faculty with local and national news, sports, and entertainment
- Produce a variety of pre-recorded packages for both the regular shows and larger livestream show

Work Experience

SK Landscape, Laborer Summers 2017– 2020
Tacoma, WA

- Implemented landscape plans from supervisor, working in a variety of residential and commercial environments
- Exercised rigorous financial discipline by using wages to provide for over 50% of college costs

Department H, Freelance Artist

Summer 2020

Coweta, OK

- Converted DXF (CAD) files into 3D models
- Created instructional assembly videos for products
- Communicated with the customer, making requested changes to models and animations per request

Red Clay Studios, Production Intern

Spring 2022

Tulsa, OK

- Designed posters, flyers, and other distributable marketing materials
- Conducted and compiled extensive research and presented results to managers

Emerald Queen Casino, Digital Media Vendor

Summer – Fall 2022

Tacoma, WA

- Wrangled, created, and used data to generate an updatable map
- Collaborated with a client to understand and meet project specifications
- Scanned and modeled real-world objects to be used in a modifiable environment