

Ryan Nohr

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Career Objective To work and become successful in the video gaming industry.

Education **University of Wisconsin Oshkosh** Oshkosh, Wisconsin
Degree: Computer Science
Completed: May 2008

Skills

- Proficient in C,/C++, HTML, PHP, SQL, C#, JAVA
- Javascript, Visual Basic, ASP.NET, PERL, AJAX, XML
- Familiar with various game engines such as XNA, Unity, Source, and Irrlicht
- Experience with 3d modeling and texturing, specifically with Blender
- Development with Microsoft Visual Foxpro Environment
- Comfortable working with various Database Suites such as MySQL, Microsoft SQL Server, and Oracle
- Exceptional experience with Content versioning, specifically Subversion
- Skilled in both Windows and Linux, with a working knowledge of the OSX
- Exceptional Leadership skills
- Exceptional oral and written communication skills

Relevant Experience **Sparknet Interactive** Green Bay, Wisconsin
PHP Developer September 2008 – February 2009

- Set up a subversion solution for the company.
- Developed front and back end functionality in PHP.
- Data analysis and new feature development based on results.

UW Oshkosh: Management Information Office Oshkosh, Wisconsin
Programmer Analyst January 2006 – 2008

- Wrote complex queries within a Microsoft environment.
- Programmed Modules and Applications on a Campus-wide portal solution in C# .NET and ASP.NET
- Maintained Visual Foxpro Programs across Campus

RHIS June 2005 – January 2006

- Assisted on tech calls campus wide
- Kept Lab Computers in working order.
- Offered Software assistance to Students using labs

Honors and Activities

- Competitor in 2005 and 2007 ACM Programming Competitions
- Computer Science Club President 2007-2008
- Breese Hall Government President 2005 – 2006
- Oshkosh Student Association Senator 2004 – 2006
- National Residence Halls Honorary (Top 1% of leaders nationwide)
- Titan Lead graduate (leadership training and recognition program)
- United Council Statewide University Affairs Committee Secretary 2006

Other Information I have worked on several game projects in the past few years, including:

- Modeling, level design, AI, and scripting on an FPS based on the Unity engine.
- OpenGL based small game development for a graphics class in college.
- Small scale MMORPG, I worked on engine functionality, Database backend, combat interaction, height map loading, and project management.
- Initial game documents and project timeline management for a PC RPG.
- Project/ timeline management, research and design for an XNA puzzler.