

Mark Ryan Lindemulder

Technical Designer

Website: funqualified.com

Email: Ryan@funqualified.com

SKILLS AND PROFICIENCIES

Programming - C#, Visual Scripting, C++ **Engines** - Unity, Unreal
Design - Game Balance, System Design **Asset Creation** - Adobe Suite
Production - Agile, Scrum **Planning Tools** - Trello, Excel

PROJECTS

Technical Designer, FIEA capstone project - *Drift Light* 2019

- 2D platformer built in Unreal with a unique gravity shifting mechanic allowing players to experience the environment in unexpected ways.
- Wrote Blueprint based aerial movement controller for the player character featuring aerial drift, wind resistance, wall sliding, wall jumping, and velocity control.
- Designed, programmed, and polished procedural camera controller to react to the player character position, movement, and rotation.

Lead Programmer, Rainy Daze Interactive - *Limbitless VR* 2019

- Created core systems for a Virtual Reality game on the HTC Vive, including a system for players to replace limbs with both visual and mechanical differences.
- Integrated third party code into the project in order to expedite the development process.

EXPERIENCE

Project Lead, Partnership with Veterans Affairs Gaming Department - *Delirium* 2019

- Google Cardboard VR project built to simulate the experience of Delirium for medical staff.
- Collaborated with the Veterans Health Administration and medical professionals
- Communicated between design, art, and code teams to build a product to medical accuracy and technical specifications of required devices on iOS and Android.

Online Private Instructor, iD Tech 2020 - 2021

- Taught a variety of professional level tools and technologies including Unity, Unreal Engine, and javascript.
- Customized unique lesson plans to meet the goals and skill level of each student.
- Kept detailed notes on individual student progress and next steps to assist in lesson planning.

EDUCATION

University of Central Florida

M.S. Interactive Entertainment - Technical Design

Dec 2019

B.A. Digital Media(Game Design)

Dec 2017
