

Gillian Ryan | Producer

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Education

Carnegie Mellon University, Class of 2023
Master of Entertainment Technology

Tulane University, Class of 2021
Bachelor of Science, Psychology and English

Skills

Platforms: Oculus Quest 2, HoloLens 2, HTC VIVE Tracker 3.0, PC (Steam and EGS), Google Stadia

Skills: Scrum, Jira, Perforce, TeamCity, Adobe Creative Cloud Products, Google Suite, Microsoft 365

Professional Experience

Carnegie Mellon University, *Guest Experience in Theme Park Design* Pittsburgh, PA
Teaching Assistant Fall 2022

- Organized technology needs and student team composition
- Provided feedback and guidance on students' presentation and design skills

Jam City, *Frozen Free Fall and Unannounced Title* Burbank, CA
Product Management Intern Summer 2022

- Analyzed player data to recommend liveops event tuning changes and increase player spending in FFF
- Brainstormed themes, gameplay mechanics, and economy designs for an unannounced title
- Analyzed competitor games to recommend economy designs for an unannounced title

Gearbox, *Tiny Tina Wonderland's Launch Party* Pittsburgh, PA
University Representative Spring 2022

- Served as primary liaison for Gearbox and MediaJuice in CMU's participation in Gearbox's livestream
- Communicated with Gearbox team to obtain launch merch and distribute game builds

Robot Entertainment, *Orcs Must Die! 3 and ReadySet Heroes* Plano, TX
Quality Assurance Intern Summer 2021 & Summer 2019

- Subtitled, tested, and implemented a total of 41 localizations for user interface fit, function, and accuracy on Google Stadia, EGS, Steam, and PS4 platforms for both titles
- Validated Leaderboards for function and accuracy for both titles
- Tested and edited navigation mesh in Unreal Engine 4 for both titles
- Organized and recorded all QA team data into Google Sheets for management purposes for *ReadySet Heroes*
- Organized QA playtesting regarding fit and statistical changes for character clothing options for *ReadySet Heroes*

Academic Projects

Roblox Sponsored Project: *Building Blox* Carnegie Mellon University
Producer and Designer Fall 2022

- Narrative design tool for high schoolers built in Roblox Studio
- Managed communication and meetings with Roblox and CMU faculty
- Responsible for development scheduling and organization of meetings, brainstorming, and events
- Created and executed research and playtesting with students and teachers

Equa Health Sponsored Project: *Inner Matter* Carnegie Mellon University
Producer Spring 2021

- VR meditation experience using Oculus Quest 2 and Hexoskin
- Initiated and managed partnership with digital meditation start up Equa Health
- Organized brainstorming and managed pipeline for product development and iteration
- Responsible for development scheduling and organization of meetings, events, and playtests

Building Virtual Worlds Carnegie Mellon University
Producer and Designer Fall 2021

- Rapid prototyping 5 games, each over the course of 2 weeks in 5 person interdisciplinary teams
- Utilized different hardware such as HoloLens 2, Oculus Quest 2, and HTC VIVE Trackers