

Gillian Ryan | Producer

Pittsburgh, Pennsylvania
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Education

Carnegie Mellon University, Class of 2023
Master of Entertainment Technology
Cumulative GPA: 4.0

Tulane University, Class of 2021
Bachelor of Science, Psychology and English
Cumulative GPA: 3.62

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
Engines: Unreal Engine 4 and Unreal Editor

Professional Experience

Gearbox, *Tiny Tina Wonderland's* Launch Party **Pittsburgh, PA**
University Representative **February-March 2022**

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

Robot Entertainment, *Orcs Must Die! 3* **Plano, TX**
Quality Assurance Intern **Summer 2021**

- Tested, logged, and implemented all 19 localizations for user interface fit, function, and accuracy on the Google Stadia and Steam platforms
- Validated Leaderboards for function and accuracy

Robot Entertainment, *ReadySet Heroes* **Plano, TX**
Quality Assurance Intern **Summer 2019**

- Organized and recorded all QA team data into Google Sheets for management purposes
- Organized QA playtesting regarding fit and statistical changes for all character clothing options
- Implemented all 22 localizations for PC and PS4 builds

Academic Projects

Inner Matter **Carnegie Mellon ETC**
Producer **Spring 2021**

- VR meditation experience using Oculus Quest 2 and Hexoskin
- Managed partnership with digital meditation start up Equa Health
- Organized brainstorming and managed pipeline for product development and iteration
- Responsible for development scheduling, organization of meetings/events, communication between stakeholders, and sound design

Building Virtual Worlds **Carnegie Mellon ETC**
Producer **Fall 2021**

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