

Gillian Ryan

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Education

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

Carnegie Mellon University, Class of 2023
Master of Entertainment Technology
Cumulative GPA: 4.00

Work Experience

Quality Assurance Intern at Robot Entertainment for *Orcs Must Die! 3*, Summer 2021

- Worked with the Lead Producer to test, log, and implement all localization for user Interface fit, function, and accuracy on the Google Stadia and Steam platforms
- Tested level design and navigation mesh for co-op and solo gameplay in Unreal Engine 4
- Validated Leaderboards for function and accuracy

Quality Assurance Intern at Robot Entertainment for *Ready Set Heroes*, Summer 2019

- Tested and refined the navigation mesh on all levels in Unreal Engine 4
- Transcribed all subtitles, attached them to string tables, and worked with the Lead Producer to attain and implement localizations for PC and PS4 builds
- Validated all post game statistics including those associated with armor and weapons
- Organized and recorded all QA team information into Google Sheets for management purposes

School Projects

Nosquito!

- AR game using Hololens 2
- Producer, Sound Designer, and Game Designer

The Soul Truth

- Two person VR co-op game using Oculus Quest 2
- Sound Designer and Narrative Writer

Dr. Spoofensmirtz

- VR game using Oculus Quest 2
- Sound Designer, Game Designer, Narrative Writer

Desert Rush

- VR racing game using Vive Trackers
- Producer, Sound Designer, Game Designer, and Prop Master

Monsters vs. Robots

- 2v2 game on Carnegie Mellon specific hardware
- Producer, Sound Designer, and Game Designer

4 other games and projects

Skills

- Strong written and oral communication skills
- Proficient in Google Suite and Office
- Familiar with Jira, Perforce, and TeamCity
- Familiar with Unreal Engine 4, Unreal Editor, and Unity
- Familiar with Audacity and Logic Pro
- Familiar with Adobe Creative Cloud Products