

Ryan Wallace

Email: ryannealewallace@gmail.com | LinkedIn: linkedin.com/in/ryan-neale-wallace/

Game Development Projects

Attack_Vector.exe (Unreal Engine 5, C++/Blueprints)

- ❖ Built a stealth game inspired by Metal Gear and Hitman.
- ❖ Programmed AI behavior, realtime minimap, custom shaders, enemy alert system, procedural geometry generation, and dynamic camera features.
- ❖ Designed a maintainable, scalable codebase using event-driven programming and SOLID principles.

Etch-A-Sketch MIDI Game Jam Game (Unity, C#)

- ❖ Developed a real-time 3D drawing tool controlled via MIDI keyboard.
- ❖ Implemented custom texture sampling and anti-aliasing algorithms for smooth graphics.
- ❖ Collaborated with a small team using GitHub during a one-week game jam.

Top-Down Zombie Shooter (Unity, C#)

- ❖ Created a top-down horde shooter where players defeat waves of zombies.
- ❖ Programmed enemy wave spawning, player animation based on directional input, and targeting mechanics using vector mathematics.

You can see more of my games at: <https://bit-bandit98.github.io/>

Game Industry Involvement

INTERNATIONAL GAME DEVELOPERS ASSOCIATION

Chapter Organiser (January 2024 - Present)

- ❖ Spearheading meetings, events, and rebranding efforts to build a stronger, inclusive games community.
- ❖ Collaborating with IGDA global leadership to align Sydney's chapter with international standards.

GAME CONNECT ASIA-PACIFIC

2024 Volunteer (October 5th - October 9th 2024)

- ❖ Coordinated six conference talks and assisted with daily operations, ensuring smooth speaker interactions and on-time presentations.

SXSW SYDNEY 2024

Booth Representative (October 17th - October 20th 2024)

- ❖ Represented an overseas indie developer by showcasing their game at a booth while engaging attendees.
 - ❖ Conducted regular meetings with the developer to strategize promotion while creating a visually appealing presence through posters and cosplay.
-

Professional Experience

AUSTRALIAN MUSEUM

ICT Service Desk Support Officer (February 2024 - February 2025)

- ❖ Maintained and improved hardware, software, and network systems through strong problem-solving skills.
- ❖ Automated workflows with scripting, improving task efficiency and reducing administrative burden.

EDMUND RICE COLLEGE WEST WOLLONGONG

IT Support Officer (November 2022 - November 2023)

- ❖ Assisted in teaching software design and development to students, fostering logical thinking and programming skills. Additionally, instructed students in game development using Unity and Unreal Engine.
- ❖ Implemented automation and programming logic to enforce network policies and optimize ticketing systems, improving security and operational efficiency.

SPACES INTERACTIVE

Programmer (July 2020 - September 2021)

- ❖ Programmed gameplay systems, UI interactions, and backend features in Unity (C#) for over 12 projects.
- ❖ Notable projects include a virtual open day for the University of Tasmania, focusing on player movement, environmental interactions, and backend systems.
- ❖ Collaborated with artists, programmers, and designers to meet tight deadlines and client expectations.

Education

ACADEMY OF INFORMATION TECHNOLOGY

Bachelor of Interactive Media - Game Design (May 2017 - September 2021)

- ❖ Completed a range of original game projects demonstrating technical and creative skills.
- ❖ Gained hands-on experience in level design, UI/UX, and gameplay systems.
- ❖ Collaborated in team based projects, building strong communication and project coordination skills.

Achievements

devcom/gamescom 2025 Scholarship (August 2025)

- ❖ Selected as a recipient (2025) for the devcom scholarship program to participate in devcom and gamescom, engaging with top industry professionals and expanding international game development expertise and network.

IGDA Sydney Rebranding (June 2025)

- ❖ Spearheaded the rebranding of IGDA Sydney, commissioning a new logo, brand identity, and visual assets that reflect Sydney's local personality. Led collaboration with international IGDA leadership to ensure global alignment.
- ❖ Developed and implemented a new Code of Conduct to foster an inclusive, safe, and welcoming environment for all members, strengthening community engagement and trust.

Key Skills

Programming Languages: C#, C++, Java, Python, JavaScript

Tools: Visual Studio, GitHub, Git, Unity, Unreal Engine, Jira, Command Line.

Technical: Debugging, Game Systems, Architecture Design, Documentation, System Analysis

Soft Skills: Leadership, Mentoring, Communication, Collaboration, Conflict Resolution

Languages: English, Japanese