
Ryan Galbraith

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TITLES

Borderlands 2: Mr. Torgue's Campaign of Carnage – Designer, The Workshop March 2012 – October 2012

- Responsible for 90% of Mission Objects, Kismet and Script
- Set up a third of the combat dens
- Created behaviors for new interactable objects, including the Torgue Vending Machines and Cookie Machines
- Required to work with new toolset largely without support as main team was very busy with BL2 certification
- Worked with DLC programmers to create repeatable mission functionality

Sorcery – Designer, The Workshop February 2011 – March 2012

- Developed level layout and gameplay from creation to final iteration with Unreal 3 Tool set.
- Implemented scripted events using assets from different departments.
 - Created combat scenarios that became standard-setting for the game.
 - Worked with animation team to draft in-game cinematic encounters.
 - Developed and scripted non-combat puzzles and encounters.
 - Worked with the programming team to create new tools and systems for the design team.
- Managed game wide loot placement.

Thor: God of Thunder – Contract, Designer, Liquid Entertainment April 2010 – February 2011

- Created numerous custom matinee spawns for A.I.
- Carried out a complex and successful level reconstruction and streaming optimization.

Wolfenstein – Designer, Raven Software January 2008 – August 2009

- Developed numerous rotating combat scenarios for hub maps that evolved over the course of the game.
- Designed and implemented a patrol system that coordinated multiple A.I. in a formation and interacted with world objects.
- Created puzzles that educated and challenged players in the use of multiple gameplay mechanics
- Functioned successfully in a senior capacity in the absence of leads.

Singularity – Designer, Raven Software November 2007– January 2008

- Prototyped game functions and mechanics in script for programming team to create production versions.
- Created and proved out combat scenarios that integrated the game's unique mechanics

King of Kings – Internship, Walker Boys Studio, Inc. January 2007 – March 2007

SKILLS

Game Editors and Tools

- UnrealED for *Unreal Tournament 3*
- Source Engine for *Half-life 2*
- Radiant Engine for *Quake 4* and *Wolfenstein*
- 3D Studio Max
- Adobe Photoshop

Script and Program Languages

- C++
- Java
- Kismet and Matinée
- Unreal 2 Script
- Quake 4 (Radiant) Script

EDUCATION

Certificate of Digital Game Development: Specialization in Level Design September 2007
The Guildhall at Southern Methodist University, Plano, TX

Bachelor of Science, Computer Science: Theory and Analysis. August 2004
Western Michigan University, Kalamazoo, Michigan.