

RYAN DAVIS

SHE/HER | SAN DIEGO, CA

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EDUCATION

Oregon State University | Bachelor of Science, Computer Science | Anticipated June 2022 | GPA: 3.39

University of California, Berkeley | Bachelor of Arts, Art Practice | May 2015

WORK EXPERIENCE

Undergraduate Technical Intern | Feb. 2021 - Aug. 2021 | Intel | Remote

- » Designed initial user interfaces and user experiences for extended reality tools
- » Established visual direction for future iterations of user interfaces using Adobe Photoshop
- » Developed user interface features using C# in Unity3D
- » Researched, analyzed, and demoed competitor products to help pivot the development team

Senior Hologram Processing Technician | Aug. 2017 - Feb. 2019 | Microsoft (Contract) | San Francisco, CA

» Hologram Demo Reel: vimeo.com/381227578

- » Produced, troubleshot, and finalized holographic content (including point clouds, meshes, and textures)
- » Adjusted and enhanced holograms using Adobe Photoshop, Autodesk Maya, and Unity3D
- » Tested and discussed proprietary software improvements with engineers

Pixar University Assistant | Dec. 2016 - May 2017 | Pixar Animation Studios (Temp) | Emeryville, CA

- » Assisted Art & Film Manager in maintaining professional film equipment and art studio
- » Produced visual advertisements for studio-wide internal events

PROJECTS

IARp | HooHacks 2021 (University of Virginia) | C#, Unity3D, Photoshop | devpost.com/software/test-yotepg

- » **Awards:** First Place - "Art and Gaming Hack" Track
- » Mobile app that encourages physical fitness through a roleplaying game utilizing AR, produced in 24 hours
- » Developed procedural random character generator for populating mushroom enemies with C#
- » Created pixel art and 3D models for piecewise creation of enemy characters with Adobe Photoshop

IntARnet | TartanHacks 2021 (Carnegie Mellon University) | C#, Unity3D | devpost.com/software/intarnet

- » **Awards:** Scott Krulcik Grand Prize, Best Throwback Hack
- » Mobile app that integrates AR with social media to connect local communities, produced in 36 hours
- » Developed and learned about Azure spatial anchors using C# and Unity3D
- » Contributed to iOS development with ARFoundation resulting in cross platform compatibility

Catiator | TreeHacks 2021 (Stanford University) | Unity3D, Maya | devpost.com/software/catiator

- » **Awards:** TreeHacks Moonshot Prize, Pinnacle's Best Hackathon Project
- » VR game that teaches American Sign Language using Oculus Quest 2's gesture recognition, produced in 36 hours
- » Produced character designs, 3D models, rigging, and animations for gladiator cat enemies in Autodesk Maya
- » Created animated prefab gladiator cat assets for use by developers using Unity3D

Murmur Nation | XR Brain Jam 2021 (Games for Change) | Unity3D | xrbrain.itch.io/murmur-nation

- » Oculus Rift VR minigame that discusses the overwhelming nature of social media, produced in 36 hours
- » Produced and edited shaders, post processing effects, and VR environment setup using Unity3D

SKILLS

Languages: Python, C++, C, C#, OpenGL, OpenCV, HTML5, CSS3, JavaScript

Software: Adobe Photoshop, Adobe Illustrator, Autodesk Maya, Unity3D