

Ryan Christy

LEAD GAMEPLAY PROGRAMMER

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SUMMARY

LEAD GAMEPLAY PROGRAMMER with 20+ years of experience shipping games and building scalable web systems. Project lead across Web, PC/Mac, and iOS/Android titles. Known for gameplay feel, UI/UX polish, performance-minded engineering, and clear cross-discipline communication.

HIGHLIGHTS

- Scaled a viral web MMO to **100,000+ daily players** by upgrading backend architecture, database usage, load balancing, and caching.
- **Sole engineer** (all programming) on **Card Dungeon** (Unity), shipped on **iOS/Android + Steam (PC/Mac)**; **Pocket Gamer Silver Award**.
- Improved a key procedural room-generation feature from **~2 FPS to 60+ FPS** on a mid-range iPhone through caching, code optimization, and database tuning.
- Designed a procedural dungeon generator producing effectively unlimited layouts while staying consistent with player **theme/progression**.
- Built and sold **multiple Unity Editor tools and a 2D physics engine** on the **Unity Asset Store**, demonstrating strong tooling and developer-experience instincts.
- Built AI-powered web experiences, including an AI-generated RPG game, AI-driven grammar site, and GoRiddle, which uses AI to generate unique daily logic puzzles.
- **Expert in code and SQL optimization**, driving better performance and lower latency across games and web products.

SKILLS

- **Gameplay / Systems:** Unity (C#), Unreal (Blueprint integration), turn-based systems, procedural generation, UI/UX, performance optimization, tools/pipelines, platform ports, Steam publishing
- **Live / Backend:** ASP.NET, MySQL, SQL optimization, caching strategies, simulation load balancing, scalable database usage, extensive JavaScript UX
- **Networking:** Photon (co-op multiplayer)
- **Web / Delivery:** Next.js, JavaScript, TypeScript, SQL, AWS, Vercel, Railway, Stripe, GitHubActions (CI/CD), WordPress + plugin dev
- **GenAI / Product:** Building generative-AI web products and integrating AI services
- **Digital Content / 3D:** Adobe Creative Suite/Cloud, Maya, 3ds Max
- **Selected Titles:** Card Dungeon (PC/Mac/iOS/Android), MMO Baseball (Web), Switching Gears (PC/Mac), Heroes vs Evil (Web)
- **Awards:** Pocket Gamer Silver Award --- Card Dungeon

PROFESSIONAL EXPERIENCE

Lead Programmer / Project Lead, Playtap Games, LLC

Jan 2008 - Present

Led engineering and delivery for multiple titles; managed a small core team and coordinated contractors as needed.

MMO Baseball (Web) — Web MMO/RPG/Idle/Simulator

- Supported viral growth after launch, reaching **100,000+ daily players** logging in to train characters and watch games in real time.
- Expanded gameplay breadth by adding many new teams and the surrounding gameplay + UI systems, supporting rapid content growth while maintaining a cohesive player experience.
- Scaled **ASP.NET + MySQL** backend and improved database usage; implemented load balancing for simulation workloads and strategic caching to reduce repeated data pulls and keep the game responsive under demand spikes.
- Used code and SQL optimization to speed up simulation runs and reduce wait times for players.
- Built a rich user experience with extensive JavaScript to support fast iteration and smooth player flows.

Card Dungeon (PC/Mac/iOS/Android) — Unity (card-dungeon.com)

- Built the entire game (all engineering) including turn-based tile system, UI/UX, performance polish, and core gameplay systems (art supplied by partner).
- Designed and implemented a procedural dungeon generator producing effectively unlimited dungeon patterns while staying consistent with the player's current theme/progression.
- Delivered major performance wins: used caching and deep code and database optimization to improve key room-generation gameplay **from ~2 FPS to 60+FPS** on a mid-range iPhone.
- Owned end-to-end shipping across platforms: iOS/Android builds, input changes, store submissions, build pipeline, and Steam release for PC/Mac (mobile was top-selling, with Steam close behind).
- Implemented an in-game social-media screen recorder to help players share playthroughs and moments.

Switching Gears (PC/Mac)

- Implemented co-op multiplayer using Photon, enabling rapid iteration and reliable networking features.
- Delivered a vertical slice to help secure publisher interest.

Heroes vs Evil (Web)

- Contributed core gameplay and production systems.

Freelance Software Developer, Self-Employed

Jan 2003 - Present

- Built and launched full-stack products using Next.js, deployed to Vercel and Railway, with AWS experience for server provisioning.
- Implemented payments/subscriptions using Stripe; created CI/CD pipelines with GitHubActions.
- Built modern **GenAI web products**, including an AI-generated RPG game and AI-powered logic-puzzle and grammar sites (GoRiddle and GrammarCamp) that provide daily AI-generated content.
- Developed and sold **multiple UnityAssetStore tools** (e.g., editor utilities plus a 2D physics engine), focusing on workflow improvements and production usability.
- Delivered SEO-driven launches (calcsolve.com, mascotfinder.com, graphprints.com) generating **1,000+ organic visitors/week** and growing.
- Built web games with daily challenge systems (GrammarCamp.com, GoRiddle.com).
- WordPress development including custom plugins; delivered multiple client websites.
- Produced publication-quality 3D renders for **BradyGames** strategy guides, solving cross-format 3D/2D pipeline, and lighting/material challenges.
- Employed advanced code and SQL tuning to optimize server performance and reduce operating costs across client projects.

Digital Media Technician, Indiana University School of Medicine

Dec 2001 - Jun 2014

Unknown, Unknown

- Built multiple certification software packages supporting institutional training programs (including microscopic image atlas/certification tools).
- Developed early pilot software to help automate tuberculosis diagnoses.
- Created and implemented office-wide incident/ticket reporting software, establishing a data trail.
- Supported physicians/researchers through software development and image/video creation; contributions appeared across dissemination efforts (journals, textbooks, oral presentations, posters) as part of departmental output.

EDUCATION

M.S. in Media Arts & Science, Indiana University, School of Informatics
Indianapolis, USA

May 2014

B.S. in Media Arts & Science, Indiana University, School of Informatics
Indianapolis, USA

May 2003