

Ryan Christy

Lead Software Engineer | 18+ Years in Multiplayer Game Development

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EDUCATION

Master of Science (M.S.) in Media Arts and Science, School of Informatics, Indiana University May 2014
Indianapolis, Indiana

Bachelor of Science (B.S.) in Media Arts and Science, School of Informatics, Indiana University May 2003
Indianapolis, Indiana

SUMMARY

Unity/Unreal Software Engineer with 18+ years building multiplayer game systems from the ground up. Skilled Unity/Unreal developer with strong programming experience, specializing in cross-platform gameplay architecture and scalable systems design. Demonstrated success in delivering popular titles and developing core systems supporting thousands of players. Loves working in fast-moving teams. Passionate about gameplay experience and adapting quickly to cutting-edge workflows. Ready to contribute immediately while learning and growing with cutting-edge development tools.

SKILLS

- **Core Expertise** : Unity (12+ years), Unreal (6+ years), C#, Multiplayer Architecture, Cross-Platform Deployment
- **Languages** : C#, JavaScript, TypeScript, Python, HTML/CSS
- **Game Engines** : Unity, Unreal
- **Development & Debugging** : Visual Studio/VS Code, Rider, Git
- **Build/Deploy** : Unity Cloud Build, Android Studio, Xcode
- **Backend/Data** : SQL/NoSQL, REST APIs, Node.js, Unity Analytics
- **Design/Asset** : Adobe Creative Suite, 3DS Max, Blender, Maya
- **Platform/SDK** : Steam SDK, Mobile SDKs, WebGL, Web Technologies
- **Collaboration** : Trello, Discord, Unity Version Control

WORK EXPERIENCE

Lead Programmer, Playtap Games, LLC Jul 2014 - Present
Indianapolis, USA

- Lead programmer for cross-platform game development.
- Lead programmer and creator of Card Dungeon, a multiplatform game built in Unity that gained industry recognition and an amazing fan base.
- Lead developer for MMO Baseball, a massively multiplayer online baseball game.
- Lead developer for Heroes vs Evil, a massively multiplayer online idle game with super hero theme, where players interact using super powers.

Digital Media Technician, Indiana University School of Medicine Dec 2001 - Jun 2014
Indianapolis, USA

- Developed image processing tools and data visualization platforms for pathology research.
- Led development of a computer-aided tuberculosis diagnosis software to process biopsy slides.
- Created multimedia content for medical education including parasitology, bacteriology, and mycology training modules and educational software including interactive quizzes and biomedical atlases.

Freelance Software Developer, Self-Employed

Jun 2003 – Present

- Delivered custom software solutions for academic and commercial clients in healthcare, education, and entertainment.
- Built interactive tools and web apps to support remote teaching, certification, and scientific analysis.
- A problem-solver who communicates well.

PROJECTS

Card Dungeon, Lead Programmer – <https://card-dungeon.com>

- Well received turn-based / rogue-like game with unique mechanics and storyline.
- Multiplatform game built in Unity.

MMO Baseball, Lead Programmer

- Instantly popular MMO with real-time interaction and data-driven mechanics built and deployed as a web app.

Parasitology / Mycology / Bacteriology / Hematology InQUIZator & Atlases

- Interactive certification tools and image-based learning resources used in labs and classrooms.

Tuberculosis Detector

- Exploratory machine learning tool to assist pathologists in TB diagnosis via image analysis.

ACHIEVEMENTS

Card Dungeon received a Silver Award from Pocket Gamer and was published to Steam, iOS App Store, Google Play, Amazon Apps Store, Windows App Store, Humble Store, Greenman Gaming.