

CONTACT

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EDUCATION

UNIVERSITY OF CENTRAL FLORIDA (FIEA) - 2017

- Master of Interactive Entertainment with a focus on Technical Design.

SKILLS

- Technical Design
- Game/System Design
- Prototyping
- Gameplay Programming
- Tool Development
- UI/UX Design
- Debugging

TOOLS KNOWLEDGE

- Unreal Engine
- Blueprints
- C++
- C#
- Python
- Unity
- Unreal UMG
- Unreal Sequencer
- Unreal Commandlets
- Pix
- Unreal Insights
- Editor Utility Widgets
- Scriptable Tools

RYAN STANLEY

TECHNICAL GAME DESIGNER

WORK EXPERIENCE

WolfEye Studios - Unannounced Project

2024-PRESENT

- Built and supported a Universal Interaction Event System, enabling level designers to define in-game actor and system relationships quickly without scripting.
- Prototyped and designed an encounter system to increase open-world immersion and activity.
- Refactored and refined the spawning system to improve performance and minimize user errors.
- Developed custom UX using Slate code to streamline and improve daily workflows.
- Created custom Commandlets to extract game data efficiently without requiring the editor to be open.
- Prototyped in-game cinematics utilizing Unreal Engine's Sequencer.
- Designed and implemented UX for the Smart Object system to assist users in creating and debugging smart objects within Unreal.

Arkane Studios - Redfall

2021-2024

- Assisted the design team with technical issues ranging from multiplayer replication and mission persistence to workflow-improving tools.
- Designed and implemented a "One Shot" system enabling level designers to create custom open-world experiences using Blueprints, C++ native code, and Editor Utility Widgets.
- Designed and implemented a God Fight Manager and door system to standardize logic and streamline spawning, level loading, and objective handling.
- Inherited a sequencer-driven narrative storytelling system to display in-game vignettes, and built internal tools to streamline the handoff of Maya assets from animators to level designers.
- Used PIX, Unreal Insights, and other profiling tools to identify and resolve performance bottlenecks, helping achieve a stable 60 FPS on console for Redfall.
- Collaborated with the Lead Level Designer on "One of Us," one of the game's most complex missions, implementing core persistence systems and resolving critical bugs.
- Assisted the UI team in resolving critical shipping certification bugs and integrating offline features.

High Voltage Software - Fortnite Co-Dev

2019--2021

- Prototyped gameplay systems and LTM modes in both Blueprints and C++ for new PvP game modes.
- Designed PvE missions, utilizing Blueprints and data tools to craft objectives and AI for cooperative experiences, and wrote logic for NPCs to communicate gameplay elements to players.
- Developed and designed UI using the Unreal UMG system alongside Blueprints and C++.
- Rapidly prototyped proof-of-concept features in Blueprints to accelerate iteration cycles and save engineering time.
- Debugged and built UI and gameplay systems within a networked environment using Blueprints and C++.
- Iterated on seasonal content, updating and balancing features and logic to keep returning players engaged.

EA Sports (contract) - Madden 19

2018

- Contributed to the development of Longshot: Homecoming, a narrative single-player experience for Madden NFL 19.
- Leveraged EA Frostbite and legacy software to create football scenarios and cinematic transitions that aligned with the desired narrative and tone.
- Partnered with the design team to tweak and test gameplay, ensuring an optimal balance between player challenge and narrative objectives.
- Collaborated with audio engineers to implement audio triggers for game commentary and modified existing cutscenes to sync seamlessly with new voice lines.