Ryan D Felton

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OBJECTIVE

To obtain and excel in a programming position where there is a need for strong software development skills, problem solving, and collaborative abilities.

QUALIFICATIONS

- 3.329 GPA while working 25+ hours per week outside of school
- 4 year work history noted for dependability and strong work ethic
- Ability to rapidly learn and adapt to new technologies and software
- Strong ability to work collaboratively and communicate effectively with others

EDUCATION

University of Wisconsin – Stout (Wisconsin's Polytechnic University), Menomonie, WI
Bachelor of Science in Game Design & Development (Computer Science Concentration); Minor in Mathematics
May 2015 ● GPA: 3.329

University of Wisconsin – Richland, Richland Center, WI (May 2012)
Associates of Arts & Science (Computer Science Emphasis)
May 2012 ● GPA: 3.151

RELATED COURSEWORK (3.65 GPA)

- 2-Dimensional Game Design & Development
- 3-Dimensional Game Design & Development
- Software Engineering
- Advanced Software Engineering
- Web & Internet Programming

SOFTWARE SKILLS

- C# / C++ / Java / Python / SQL
- Unity / XNA Framework
- HTML5 / CSS3 / JavaScript
- Visual Studio / Eclipse

LEADERSHIP & INVOLVEMENT

President: Richland Center High School Computer Club (Sept 2008 – May 2010)
Member: UW – Stout International Game Developers Association (Sept 2010 – present)
Volunteer: Beulah Wesleyan Church, Richland Center WI (Aug 2004 – present)

WORK EXPERIENCE

Sales Associate: *Walmart*, Richland Center, WI & Menomonie, WI (May 2011 – present)
IT Support: *University of Wisconsin – Richland*, Richland Center, WI (Sept 2010 – May 2011)