

**Ryan Littleton**  
Systems and Technical Designer  
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## Core Competencies

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### Tool Proficiencies

- *Advanced:* C#, C++, Unity, Unreal Engine 4, Adobe Creative Cloud, Microsoft Office, Git
- *Intermediate:* GLSL, SVN, Blender, Autodesk Maya, Redmine

### Methodologies & Soft Skills

Agile and Scrum Development, Written/Oral Communication, Leadership, Creative/Technical Writing, Project Management, QA Testing

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## Professional Experience

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### Game Development Roles

**Through Rust We Are Returned** | [Available on Steam](#) | Team Size: 19 Fall 2020 - Current

*Lead Designer and Product Owner at Chaos Crew Productions*

- Tactics RPG with a heavy focus on intertwining narrative and gameplay through a unique memory system.
- Designing the combat loop to support long-term player engagement with minimal resources.
- Creating a streamlined set of character and level specifications to support rapid content creation.
- Devising scalable systems based on available resources from the art and programming teams and spearheading development of those systems in-engine.

**OASYS** | [Available on itch.io](#) | Team Size: 8 Spring-Summer 2020

*Product Owner and Lead Systems & Level Designer at Graveyard Shift*

- Narrative-heavy puzzle / adventure game about a small band of robots uncovering the history of their world.
- Developed a puzzle system built around utilizing the environment to manipulate the surrounding area.
- Designed all core systems and implemented narrative through cutscenes and environmental storytelling.
- Created the shaders necessary for our art style and designed the environments for the player to explore.

**Soul Reaper** | [Available on Steam](#) | Team Size: 6 Fall 2019

*Technical & UI/UX Design Intern at Power Level Studios in Montreal, Quebec, Canada*

- Monster-collection RPG for PC, Mac, PS4, and Nintendo Switch, developed in Unity.
- Programmed menu and combat functionality in C# and handled implementation of new systems.
- Reworked existing long-term progression systems, including monster collection, gearing, and levelling.
- Worked on strategies to drive player engagement with the narrative and long-term progression systems.

**Meridian** | Team Size: 1 Fall 2019

*Solo Developer*

- Exploration-based short adventure about restoring color to the world, developed in Unity with HDRP.
- Built reactive shader systems to change visuals based on a variety of physical conditions.
- Designed an archipelago to explore by using the ability to change the size of the environment.
- Created tools to connect various disparate systems such as sailing and island exploration.

### Other Work

**iDTech Harvard Game Dev Academy** | Cambridge, Massachusetts, USA Summer 2019

*Data Science and Strategies with Overwatch Instructor*

- Taught teenage students how to parse bulk data using Excel, Google Sheets, and Notepad++.
- Introduced students to the basics of graphic design and making informative infographics from data.

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## Education

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**Champlain College** Class of 2021

*Bachelor of Science Degree in Game Design; Minor in Game Programming*

GPA: 3.8

*Winner of the 2021 Excel Award for Outstanding Game Designer*

Spring 2021

*Studied Abroad in Montreal*

Fall 2019