

Ryan Muskopf

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Skills

Proficient With

JavaScript, HTML5 & CSS3,
Node.js, C#, Git, Unity, Visual
Studio, Heroku

Familiar With

React.js, Bootstrap, Express.js,
Socket.io, Handlebars,
MongoDB, jQuery, XML, C++,
Java, Processing, Final Cut Pro,
A-Frame, Monogame, Maya,
Photoshop, Gantt Project

Organizations

Rochester Wargamer's Association and Guild

Co-President
5/2017 – Current
Head of Roleplaying Games
5/2016 – 5/2017

Fantasy Club at RIT

Founder & President
4/2016 – 5/2017

Education

Rochester Institute of Technology | BS in Game Design and Development
Expected graduation Spring 2018

North Rockland High School | Graduated in the Top 5% of the Class of 2014
Graduated in Spring of 2014

Projects

Mega Moonlings | project2-430.herokuapp.com

This cookie-clicker inspired application is an exercise in storing and retrieving data from a Mongo database using Mongoose as well as using React and Bootstrap to create a pleasant user experience.

Sole Developer. Worked with Node.js, React.js, Express.js, MongoDB, Heroku, Handlebars. Project was done with latest standards of ES6, HTML5, and CSS3.

North Rockland Debt Relief Website | nrdebtrelief.com

This website was designed and created as a volunteer act of support for the North Rockland Debt Relief organization.

Sole Developer. Worked with embedded Google forms, device-specific favicons, and webhosting. Project was done with latest standards of HTML5 and CSS3.

The Opportune King

This hidden role intrigue card game is intended to be played with 4-8 players. Play a variety of cards as you try to amass the most influence before the deck runs out of cards so you can become the next King!

Worked on this project with a group and focused primarily on card design, game design, and game balancing.

Experience

Web Designer | Rockland Web Design - 12/2015 – 2/2016, 6/2016 – 8/2016 (Seasonal)

Worked to research and develop the feasibility of virtual reality websites and experience on the web. Worked primarily in Unity and A-Frame.

Production Manager | Codename Purple, RIT MAGIC - 5/2016 – 3/2017

Worked as a Production Manager for a board game funded through MAGIC at RIT. Worked with production schedules, researched child safety guidelines, and managed uploading assets for production.

Office Assistant | Software Engineering Department, RIT - 9/2015 – Current

Working as a receptionist, file manager, and organizer as well as doing various other tasks to keep the office running smoothly.

Library Volunteer | Rose Memorial Library - 9/2011 – 8/2014

Worked on a small team to develop events for the library as well as creating and executing those events.