
Ryan Schaefer

Interactive Developer

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CORE SKILLS

Javascript, HTML5, JSX, React, ServiceNow

FUNCTIONAL SKILLS

C#, Java, Webpack, NodeJS, PHP, C++, Unity3D, Unreal Engine

EXPERIENCE

ServiceNow - *UX Team Lead / Sr. Support Engineer*

Mar 2018 - Present

- Assist customers with issues related to the ServiceNow platform
- Develop and deliver training to the team
- Assist global teams with high priority cases

Hatalom Corporation - *Sr. UI Developer*

Mar 2015 - Mar 2018

- Used various technologies such as HTML5, Javascript, CSS, React, NodeJS and Unreal Engine to create Navy training applications

Monster Media - *Associate Development Director*

Mar 2011 - May 2014

- Managed a team of 10 developers and did R&D for upcoming projects
- Prior to managing the team, I was a lead developer using ActionScript 3 and C# to create interactive projects for large clients

Electronic Arts - *UI Developer*

2006 - 2007, 2014-2015

- Used Photoshop, ActionScript 2 and C++ to create screens and UI widgets for high-profile game franchises such as Madden and Nascar

Channel Intelligence - *Software Engineer*

Nov 2009 - Mar 2011

- Created a Flash-based ad system that interfaced with a .net backend to stylize the ads, display products and track user engagement

Lightmaker - *Web Developer*

Oct 2007 - Nov 2009

- Used web technologies such as HTML, CSS, Javascript, Flash, ActionScript 3 and others to create sites and applications for clients

FOR FUN

I enjoy creating bots, small [web games](#) or [demo projects](#) in my spare time

EDUCATION

Full Sail University - *Associate of Science in Game Development*

Winter Park, FL / Graduated Dec 2004

AWARDS

Received Gold OBIE for a video recording and sharing booth created for a Betty Crocker ad campaign

[FWA Site of the Day](#) - July 24, 2009 - M. Night Shyamalan website

Invited to speak at the Flash Gaming Summit in San Francisco, CA in 2013 to discuss native extensions in Flash / C++