

# River Ranz

Enfield, CT | 860-817-1909 | [river.ranz26@gmail.com](mailto:river.ranz26@gmail.com)

## Skills

- C++, C#, & Python
- Unity, Unreal Engine, & Ren'Py
- Visual Studio, CLion, & PyCharm
- Git & Subversion
- Jira, Confluence, & BitBucket
- Agile/Scrum development
- Teamwork & leadership
- Google & Microsoft Suite

## Education

### Bachelor of Science in Game Programming

*Minors in Interactive Narrative, Computer Science, and Mathematics*

Champlain College | August 2022 - May 2026, Burlington, VT

- 3.8 GPA

## Experience

**Champlain College** | Computer Science Instructional Support Specialist

*October 2025 - December 2025, Burlington, VT*

- Assisted computer science professors with grading programming assignments.
- Supported student learning by answering questions.

**Leahy Center IoT** | Extraction Specialist

*May 2023 - August 2023, Burlington, VT*

- Programmed & tested C# code for a grant project.
- Responsible for adding new features, fixing bugs, & enhancing current features.

## Projects

**BreakaBull** | Narrative Programmer/Writer | Unity Engine

*January 2026 - Current, Burlington, VT*

- Designed, created, & tested a dialogue system for a student VR game.
- Wrote unique backstories & dialogue for three characters.
- Assisted with debugging character animation issues.

**Heart of the Cards** | Acting Lead/UI/Narrative Programmer | Unity Engine

*September 2025 - December 2025, Burlington, VT*

- Built essential systems & debugged any issues during development.
- Helped bridge the gap between design & programming.

**Nest Quest** | AI/Gameplay Programmer | Unreal Engine

*January 2025 - May 2025, Burlington, VT*

- Worked to build out several essential systems for a student game.
- Created the AI system for ducklings, including pathfinding & unsticking from tricky terrain.

**Heartbrook** | Programmer/Writer/Designer | Ren'Py

*December 2024, Burlington, VT*

- Solely designed & programmed a short dating sim game.
- Wrote all branching dialogue & narration, including several different characters & endings.