

RYAN RAMOS

Riverside, CA | ryannr9375@gmail.com | (718) 427-0741 | [Portfolio](#) | [LinkedIn](#)

SUMMARY

Fourth-year Computer Science student and gameplay programmer with experience developing AI, gameplay systems, and designer-facing tools at an Xbox Game Studios developer. I am passionate about creating player-focused experiences through thoughtful engineering, rapid iteration, and close collaboration with designers and fellow developers. I am driven to continuously improve my craft by pushing myself to learn new systems, build on feedback, and engineer reliable systems that deliver memorable experiences to players.

PROFESSIONAL EXPERIENCE

Obsidian Entertainment, Inc. (XBOX Game Studios)

Irvine, CA | Jun 2026 – Aug 2026

As an AI Engineering Intern, I collaborated across disciplines to develop reusable C++ gameplay AI systems, debugging tools and execute module-level refactors in Unreal Engine 5, improving runtime behavior and content iteration during critical stages of production.

AI Engineer – Intern | Unannounced AAA Title

- Contributed to **200+ code reviews**, providing and incorporating feedback on code quality, correctness, and maintainability.
- Aided in debugging and resolving errors and warnings, reducing 24-hour diagnostic log volume by **99.98%** from **~500,000** to **100** entries and preserving actionable telemetry for analysis.
- Developed a **runtime audio-stimulus visualization tool** supporting 25+ unique sound types by extending Unreal Engine's Gameplay Debugger framework, enabling area designers and AI engineers to validate audio-driven gameplay behavior in real time.
- Refactored AI tasks from per-frame updates to **delegate-driven callbacks**, creating project-agnostic, reusable behaviors organized across modules.
- Utilized **non-unity batch builds** and **local cooks** to identify errors before submitting changes to the development stream.
- Converted core gameplay Blueprint behavior classes into native C++ AI tasks.
- Retired **three tightly coupled legacy systems** while preserving project functionality.
- Implemented console commands that toggle visibility of certain HUD elements based on specific gameplay conditions.

Gameheads Oakland

Oakland, CA / Remote | Jun 2020 – Present

Over six summers, I developed six Unity projects, including Steam-released *Pliant* on multidisciplinary teams of five to seven. I collaborated with designers and artists to build tools, solve technical challenges, and streamline version-control workflows.

Systems & Tools Engineer | *Pliant* – Released on Steam

Jun 2025 – Jun 2026

- Engineered an event-driven objective system supporting 10 objective types and 30+ gameplay events to decouple gameplay events from quest progression using the strategy pattern.
- Developed custom in-engine, **designer-facing puzzle-building editor tools** for authoring player-facing game and quest content.
- Integrated UI components with gameplay events, player key bindings, and objective data, enabling **real-time multi-input updates** to player progress and game events.
- Refactored UI-driven events, **reducing frame time by 23.1%**.

Gameplay Programmer

Jun 2020 – Present

- Spearheaded the development of **multiplayer gameplay systems** for tactical shooter *PROJECT: Black Cat*, including replicated game state, RPC-driven abilities, and vector-based weapon hit calculations.
- Reduced frame time by 85% (33ms to 5ms)** during enemy-heavy encounters of 50+ enemies by caching shared A* pathfinding results and pooling spawned enemies in the Unity horde shooter, *Claim to Fate*.
- Selected as Lead Programmer; contributed to 50+ code reviews and conducted weekly one-on-one mentoring sessions, supporting 20+ programmers over one year.

PROJECTS

Gameplay Sandbox | Unreal Engine 5

Present

- Developed custom C++ AI perceptions, controllers and task classes for responsive enemy behavior with Behavior Trees.
- Engineered player detection logic in C++ by using squared distance, field-of-view, and line of sight checks to transition AI between states.

AWARDS & ACTIVITIES

- Unity Student Showcase – Featured Project, *Pliant* (2023)
- CSUSB Collegiate Varsity **Overwatch** Player
- CSUSB Collegiate Junior Varsity **League of Legends** Player

SKILLS & TOOLS

Languages: C++, C#

Engines: Unreal Engine 5, Unity Game Engine

Tools: Perforce, Helix Swarm, Unreal Game Sync, Git, Blueprints Visual Scripting, JIRA, Confluence

EDUCATION

California State University, San Bernardino

San Bernardino, CA

BS, Computer Science (Expected 2027) | Honors Program, Dean's List (2025-2026)