**AJ Ryan**

2181 Rolling Hills Drive Covington, KY 41017

Cell: 513.580.7080, Portfolio: onlyusemefeet.com,

Email: onlyusemefeet@gmail.com

**Accessibility Analyst**

**Technical Skills**

Programming: C#, Java, PHP, Ruby, JavaScript, SQL, BASH, HTML5

Software: MS Office Suite (Access, Word, Excel, PowerPoint, Project)

Systems: UNIX, Mac, Windows

Game Engines: Unity, Unreal, Construct, GameMaker

Design: Adobe Creative Cloud and Maya

Communication: Trello, GitHub, Slack

**Professional Experience**

Xbox Research and Design; Activision-Blizzard

**Consultant, 2016-Present**

* + Provide consultation by providing feedback on game function and accessibility
	+ Collaborate with others in the industry to identify and solve accessibility problems
	+ Present accessibility issues at game conferences to industry leaders

LEVEL ACCESS, Vienna, VA

**Accessibility Analyst, October 2017-March 2018**

* + Manually test client applications for accessibility
	+ Test applications with latest accessibility technology
	+ Compose and deliver accessibility reports to clients

CENTER FOR APPLIED INFORMATICS, Highland Heights, KY

**Mobile Application Developer, November 2013-May 2016**

* + Swiftly create engaging prototypes that exceed employer expectations
	+ Develop responsive games across Web, iOS, and Android
	+ Oversee and assist deployment of 18 mobile games on time

**Education**

Northern Kentucky University, Highland Heights, Kentucky

**Bachelor of Arts, (Media Informatics), 2016**

**Minor in Computer Information Technology**

* + Recipient of Excelsior Award
	+ Recipient of AbleGamers Fellowship Award

**Volunteer opportunities**

**SIGGRAPH Student Volunteer**

 **August 2015 & July 2016, Los Angeles Area, California**

* + Communicate with staff to run technology booths
	+ Assist with demonstration of virtual reality technology