RYAN PROTHERO

Tokyo, Japan — ryan.prothero@outlook.com—current as of 8/29/2022

CAREER SNAPSHOT

Game designer and programmer with over a decade of practical development experience. Has a proven capability to excel in challenging situations in any environment, and brings a fresh perspective to every project.

WORK EXPERIENCE

Infinity Vector   **June 2022 – Present**
Unity Engineer
Shibuya, Tokyo, Japan
Designed and developed numerous features for the company's flagship mobile game *Assoluto Racing*, and for the upcoming Midnight Street: Tokyo Tune. Designed features include player-customizable license plates, a content delivery system, and a fully-scalable dialogue system.

Sol Press, LLC.   **Dec. 2017 – Oct. 2021**
Engineer
Fullerton, CA, USA
All work done remotely from Japan. Helped design and create computer applications for consumers and other employees. Primarily worked on a framework to allow for easy publishing of licensed software to numerous platforms.

Globe English School   **June 2021 – Apr. 2022**
Native English Teacher
Osaka, Japan
Worked alongside other foreign teachers and Japanese staff to provide quality English education to adult learners. Evaluated new students in trial lessons, gave consultations on lesson materials, and assisted with maintenance and general upkeep of the school room.

Hyogo Prefectural Board of Education (JET Program)   **Sept. 2017 – July 2019**
Assistant Language Teacher, Seiryo Senior High School
Kobe, Hyogo, Japan
Worked with English teachers to help students understand and enjoy English. Created and graded exams, provided help for students who were struggling, and supervised the school's English club.

EDUCATION AND TRAINING

J国際学院—Japanese Communication International School   **Oct. 2019 – Sept. 2020**
Studied up to JLPT N3 level
Osaka, Japan
Graduated September 29, 2020

Academy of Art University   **Sept. 2012 – Aug. 2016**
Bachelor of Fine Arts in Game Development
San Francisco, CA, USA
Graduated August 10, 2016