

Ryan Juckett – Programmer

ryanjuckett@ryanjuckett.com
www.ryanjuckett.com

Bellevue, WA

Work Experience

2016-Present

Hypersect

Bellevue, WA

Founder, Game Designer, Sound Designer, Artist, Engineer

INVERSUS (Nintendo Switch, PS4, Xbox One, PC) – Local/Online arcade puzzle shooter

- Founded independent studio creating original titles and providing support to external partners.
- Custom cross-platform engine and tools technology
- Rollback networked multiplayer: <http://blog.hypersect.com/rollback-networking-in-inversus/>
- Contracted engineering work for multiple studios including Bungie, Esoteric Software, and ProbablyMonsters.

2011-2016

Bungie

Bellevue, WA

Lead Sandbox Engineer (a.k.a. player gameplay)

Destiny 2 (PS4, Xbox One, PC)

Destiny: The Taken King (PS4, Xbox One, PS3, Xbox360)

Destiny: Expansion II: House of Wolves (PS4, Xbox One, PS3, Xbox360)

Destiny Expansion I: The Dark Below (PS4, Xbox One, PS3, Xbox360)

Destiny (PS4, Xbox One, PS3, Xbox360)

- Directed, managed and scheduled the gameplay engineering team in creating the “30 seconds of fun” loop that is Destiny combat.
- Planning and coordination with gameplay designers, artists, and other engineering teams across the studio
- Programmed the weapons system, projectile system, damage system, vehicle systems, gear streaming systems, ghost companion, spectacle objects (e.g. large Spider Tank enemy)
- Direction and product ownership of Tank vehicle in Destiny 2
- Initial prototypes of procedural environment generation

2007-2011

High Impact Games / Bionic Games Burbank, CA

Director of Technology

Dreamworks Super Star Kartz (Xbox360, PS3, Wii, 3DS) - Kart racing game

Phineas And Ferb: Across the 2nd Dimension (Wii, PS3) - Third person action game

Canceled (Xbox360) - Racing game prototype

Spyborgs (Wii) - Third person action game

- Led and scheduled a team of programmers to develop an engine, tool chain and gameplay logic flexible enough to simultaneously support the hardware needs of four consoles (X360, PS3, Wii, 3DS) along with PC support for the development team.
- Managed the interview process for programming, design, and QA positions. This included reading resumes, writing and distributing offsite tests, phone interviews, and in person interviews.
- Wrote game concept documents (along with pitching them to publishers), game design documents and technical design documents.
- Performed both code and level design reviews to ensure the team was working in harmony, at the desired quality and on track to meet deadlines.
- In addition to management roles, I led the code architecture and programming process. The following are some of the areas I was highly involved in.
 - **Tools:** Geometry builder (exported from Maya); Animation builder (bones and morph targets exported from Maya); Maya gameplay editor plugins and MEL scripts; Navmesh builder (from Maya geometry); Data reflection system and real time editor of reflected data; Asset dependency system; Cross platform data driven material system integrated into Maya
 - **Game/Engine:** Lighting models and graphical effects on X360, PS3, Wii, and 3DS; Particle effects (programming and design); Component based entity architecture; Container library; Memory management system; Math library; Animation graph, blend shapes and inverse kinematics; Car dynamics

