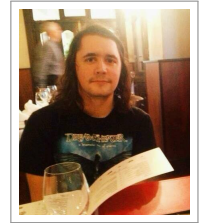


# Ryan Mazzolini

## Curriculum Vitae



T +27 (833) 119 499  
E creative630@gmail.com  
www.rmazzolini.com

## Education

- Bsc.**, *University of Cape Town*, Cape Town. **2008 – 2011**  
Computer science and computer game design
- Bsc. Honours**, *University of Cape Town*, Cape Town. **2012 – 2012**  
Computer Science
- Msc.**, *University of Cape Town*, Cape Town, In progress. **2013 – 2015 (expected)**  
Computer Science

## Master thesis

**title:** *Procedurally generating surface detail on 3D models using voxel-based cellular automata*

**supervisors:** A/Prof. James Gain, A/Prof. Patrick Marais

## Experience

### *Vocational*

**Intern**, *FreeLives*, Cape Town. **2011–2012**  
While at Freelives, we created two different game prototypes in Unity3D and C#. We also worked on multiplayer networking using the Unity3D networking API as well as Exit Game's Photon cloud server.

**Intern**, *Triggerfish*, Cape Town. **2012–2012**  
During my month-long time at Triggerfish, I programmed tools for artists in Python and C++ for XSI(Softimage). I also created a game prototype as a proof of concept in Unity3D and C#.

**Teaching Assitant/Lecturer**, *University of Cape Town*, Cape Town. **2013–2014**

I was the teaching assistant for two computer science courses CSC3020H and CSC3022H. CSC3020H is the final year 3D game development course. CSC3022H is the final year C++ and machine learning course. As a teaching assistant I lectured basic XNA development in the beginning of the year, set and ran tutorials, invigilated tests and coordinated tutor marking.

## Awards and scholarships

**Second place in the Microsoft Imagine Cup**, *Team ROM* **2011**  
*were chosen to be finalists in the 2011 South African Microsoft Imagine Cup held in Johannesburg. We were awarded second place in the games design category for our game R.O.M..*

**Merit award**, Recipient of a merit award scholarship from UCT for 2012.. **2012**

**S1 bursary**, Recipient of a bursary from the company S1 as funding for my B.Sc (Honours) degree in 2012.. **2012**

**NRF Innovation Scholarship**, Recipient of a scholarship for innovation from the National Research Foundation as funding for my M.Sc. degree in 2013.. **2013 – 2015**

## Languages

**English:** Fluent *1st language at a high-school level.*

**Afrikaans:** Basic speech and understanding *2nd language at a high-school level.*

## Software/platform experience

**Unity3D:** Intermediate to advanced experience (my primary game development tool)

**Linux:** Intermediate to advanced experience

**Windows:** Intermediate to advanced experience

**Mac:** Intermediate experience

**XNA:** Intermediate experience, this includes Xbox360 development

**Android:** Basic experience

**iOS:** Basic experience

**CUDA:** Basic experience

**OpenGL:** Intermediate experience

**OpenVDB:** Intermediate experience

## Language experience

**C++:** Intermediate experience

**C#:** Intermediate experience

**Java:** Intermediate experience

**Python:** Basic experience

**Objective-C:** Basic experience

## Self-learning certificates

- Coursera, Introduction to Digital Sound Design

I recieved 83.8% with Distinction. This course provided an overview of the fundamental principles of sound, including techniques of recording, mixing, processing, synthesis, sampling, analysis, and editing of digital audio.

## Interests

**Climbing:** I enjoy climbing in my spare time. I boulder and sport climb

at an amateur level.

**Running:** I keep fit by running both on trail and road. I have completed four half marathon races (21km), as well as many shorter runs.

**Game development:** During my undergraduate degree I became very passionate about game design and development. I have participated in numerous “game jams”(creating a game in a short time frame, usually 48hrs) to date, and I will hopefully enter many more competitions.

**Composing and sound design:** Having studied music at high school, I have remained interested in music and composing. In my spare time I still write music and create sound for games I am involved in. I regularly host sound design “challenges” in our local South African game development community.

## Self-learning certificates

- Coursera, Introduction to Digital Sound Design

I recieved 83.8% with Distinction. This course provided an overview of the fundamental principles of sound, including techniques of recording, mixing, processing, synthesis, sampling, analysis, and editing of digital audio.

## Memberships and associations

- Make Game South Africa

I am a founding member of the Make Games SA association of game developers (makegamessa.com). I have regularly contributed to the community by hosting game development workshops at UCT, running sound challenges and hosting or participating in game jams.

## References

**A/Prof. James Gain:** jgain@cs.uct.ac.za

**A/Prof. Patrick Marais:** patrick@cs.uct.ac.za