

Ryan Apigian

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Education	Champlain College Burlington, Vermont Bachelor of Science Degree in Game Production Management, Current GPA: 3.78 (4.0 Scale) Studied Abroad in Dublin, Ireland for the Fall 2019 Semester	Expected Graduation May 2021
Relevant Work Experience	Cyber Product Development Intern Booz Allen Hamilton Annapolis Junction, Maryland <ul style="list-style-type: none">Conducted internal survey to collect data to identify client and internal project challengesCompiled, analyzed, and visualized survey data to identify alternative revenue opportunitiesCreated a framework to continue conducting surveys to identify challenges and opportunities	June 2020-July 2020
	Summer Games Intern Booz Allen Hamilton Norfolk, Virginia <ul style="list-style-type: none">Operated as Scrum Master and GUI Designer on the data science team to develop a natural language processing programUtilized Agile methodology to organize software development over the course of the projectDesigned GUI framework with Axure RPCollaborated on the generation of a comprehensive business plan for the projectPresented final project to firm executives in Washington DC	May 2019-August 2019
	Software Engineer Scrum Master Intern FireEye Reston, Virginia <ul style="list-style-type: none">Managed teams based domestically and internationally developing new endpoint security methodsCreated tools and materials for all FireEye employees to learn about Agile methodologiesFacilitated Daily Scrum Standups, Sprint Planning Meetings, Sprint Backlog Refinement Meetings, and Sprint Retrospectives	May 2018-August 2018
Certifications	Scrum Master (October 2017), Scrum Product Owner (October 2017)	
Awards	Champlain College Dean's List , Fall 2017, Spring 2018, Fall 2018, Spring 2019, Fall 2019, Spring 2020 Champlain College President's List , Fall 2021	
Projects	Breaker <ul style="list-style-type: none">Lead Producer and Scrum Master for a 16-person development team of various disciplinesUtilizing agile project management to create an online multiplayer first person shooterMaintain product backlog to successfully track and plan out our Scrum planning processIdentify and solve impediments team members face in our remote working environmentPreparing publishing material for the game to successfully be released on Steam	September 2020-Present
	Yolk <ul style="list-style-type: none">Acted as Lead Producer and Scrum Master for an 8-person development teamResearched the marketing approach in preparation of bringing the game to marketImplemented project management through documentation of meetings and editing team wikiFacilitated meetings online with team members spread across multiple time zonesPrepared materials for game to successfully be published on Itch.io	January 2020-September 2020