REID ANNIN

reidannin@gmail.com • 608.770.3467 • 161 W Kinzie St, APT 2601 Chicago, IL 60654 • reidannin.com

SKILLS

Unreal Engine 4/5, Unity, Pro Tools, recording with audio equipment, Wwise,
Adobe Creative Suite, JavaScript, HTML, CSS

EMPLOYMENT

NetSuite Technical Consultant
SaaS Consulting Group, Austin, TX, January 2022 – June 2024
- Codes customized solutions for business processes using JavaScript, CSS, and HTML
- Works collaboratively with coworkers and clients to produce technical results
- Completes deliverables on time and under budget
- Communicates any blockers or issues affecting deadlines immediately, collaborates with managers to ensure project success
- Can manage a significant workload without direct supervision

Staff Technical Consultant
Oracle NetSuite, Chicago, IL, July 2019 – December 2021
- Adapts quickly and is flexible in a fast-paced, constantly changing work environment
- Manages multiple projects simultaneously and prioritizes work to ensure timelines are met
- Provides technical support to clients as required during and after implementation
- Communicates with clients and manages expectations

Game Development Projects

Ranger Danger, published via Steam
Short indie horror game, sole creator, producer and developer
- Developed full game lifecycle, from storyline and gameplay mechanics to implementation
- Designed player mechanics, layout, level design, and game architecture
- Recorded and mixed all sound used in the game with Pro Tools and implemented via Unreal
- Published game on Steam in 2023 to over 6k plays

Untitled Games, Space Odyssey (working title)
Indie dual-perspective game in development
- Developing sound design and storyboard for game
- Building ADA-first gameplay mechanics, all visually impaired-centric
- Works with teammates cross-country and cross-capability
- Developing level-design and storyboarding

ACADEMICS

DePaul University, Chicago, IL **GPA 3.9**
BS in Computer Game Development, Sound Design Minor, University Honors Program Member