

Ryan Sternlicht SPRING 2017 RESUME	ryansternlicht.me (415)-244-7437 (cell/text)	San Francisco, CA ryanrokey1@yahoo.com
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OBJECTIVES

To further my knowledge of manufacturing, and shop tools, while gaining work experience, and helping others to learn.

EDUCATION

ROCHESTER INSTITUTE OF TECHNOLOGY, Rochester, NY	Gap year, transferring majors
CITY COLLEGE OF SAN FRANCISCO, San Francisco, CA	Random classes
FOOTHILL COLLEGE, San Jose, CA	Random classes

UNIQUE COURSES

Renewable and Sustainable Energy Systems Intro to Hydrogen Power Systems and Chemistry Sustainable Energy Environmental Speaker Series Sustainable Communities Environmental Horticulture	Advanced AutoCAD Techniques Nanotechnology Glassblowing 3D Printing Metal Casting
Literature & Technology Exploring Game Worlds Ethics in Computing Game Production Workflow Mass media & Society	Intro to Psychology Classism Ableism Racism Public Speaking

SKILLS

Software:

Sketchup (1000+ hours), Final Cut Pro, Illustrator, Photoshop, Autodesk Fusion 360, Unity, BrownPaperTickets, OBS, Articy Draft, VisualSFM.

Manufacturing and engineering:

High level	Mid level	Low level
I understand how to use almost all the tools and methods.	I understand most of the tools and quite a few of the methods.	I understand some tools and some methods.
Wood-Working Cold Metal-Working Cold Glass-Working Candle-Making	Forging Welding Glassblowing Lost Wax Casting Soldering Macro Electronics	Ceramics kilnworking

Top Skill sets

Conceptual Design and Engineering, Teaching, 3D Modeling, Laser Cutting, Woodworking, Metalworking, Cooking, breadboard and circuit making, Model Making, prototype making and testing, stained glass, Technical Drawings, Interior Design, 3D Printing, Solar Energy, Video Game Design, Handmade Jewelry, Glass-blowing, Architectural Design, Product Design.

PERSONAL INTERESTS

Inventing, learning, teaching, building, 3D modeling, Theoretical Physics, beta testing technology, Photography, skiing, philosophy, psychology, cooking, foreign culture, drawing, Camping, Rock Climbing, anime, video games.

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RECENT PROJECTS & LABS

Horticulture

Grew some plants in a greenhouse over a month. I chose to grow Daikon Radish sprouts, they accidentally grew in 4 days, because of the greenhouses perfect conditions.

Metal-Casting

Designed, sculpted and cast multiple parts. Learned how to cast bronze and silver in both direct and centripetal casting methods.

3D printing

In this class we spent time 3D modeling in Sketchup, Onshape, Fusion 360. We then got to choose what program we wanted to use to create our final project in and then we were left to model and create that item in that software and then print it in one of the school's professional 3D printers.

Exploring game worlds

We made small games using different game engines like Unity and RPG maker, as well as a final project. I chose to make a 200 page game design document instead of a working prototype.

Game Production Workflow

With a small team we made a game, from story, design, pre-production, all the way through to a playable demo on a custom website.

PAID WORK EXPERIENCE

CCSF Exploring Game worlds Teacher's assistant Spring 2017

Teacher's assistant for City college's Exploring game worlds class

RIT SSP Orientation program Fall 2014

Help guide freshman students through the transition into college

Villager candle shop Candlemaker- 2008 to 2013 (Seasonal)

Taught many people how to make candles, finished peoples candles, tested new candle making techniques, made candles, wicked candles, scented candles, and did general store upkeep.

VOLUNTEER EXPERIENCE

Noisebridge Makerfaire booth volunteer and organizer

The past two years I have helped with Noisebridge's Makerfaire booth.

Gamebridge Unityversity assistant teacher

Help out Gamebridge Unityversity at noisebridge every tuesday

Hack The Future 18- Educator

Helped teach a large group of kids how to make a FPS game in Unity.

New People Cinema- Volunteer and Projectionist in training

Run events both from the theaters side and the guest's side. Help both sides set up become a go between for questions when both sides are busy. I also assist with ticket sales and will-call.

Rebuilding Together San Francisco- Volunteer

Helped paint a bridge, renovate a house, renovate a school, and rebuild a garden.

OutLoud Radio- Volunteer

Volunteer helper at 10th anniversary gala, as well as a speaker.

OTHER

Augmented reality device design consultant	Video game alpha and beta tester	Low cost wearable technology design consultant
Google glass beta tester		Board game beta tester