Vincent Ridpath

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www.vincentridpath.com – www.linkedin.com/in/vincent-ridpath

Game Design student experienced in Unreal Engine with multiple completed projects. Passionate about creating engaging gameplay experiences and collaborating in multidisciplinary teams.

Education

Bachelor of Applied Arts in Game Design, December 2026
Wichita State University, Wichita KS
Deans Honor Roll, 2023-2025
3.77 GPA

Work Experience

NASA Spacesuit User Interface Technology for Students (SUITS)
Technical Designer, September 2025 – Present
- Developing UI for an XR program in Unreal Engine with C++ and Blueprints
- Collaborating with a multidisciplinary team of 15 other students
- Iterating quickly in a fast-paced development environment
- Translating design concepts to functional, interactive systems in Unreal Engine

Wichita State University, Office of Adult Learning
Student Assistant, January 2025 – Present
- Providing support via email, phone, and in-person for adult learners
- Managing front desk tasks and ensuring smooth day-to-day operations
- Maintaining a friendly presence for adult learners
- Assisting with technical issues regularly
- Assisted with the setup and operation of a livestreamed event

Hard Skills

Unreal Engine, Visual Scripting (Blueprints), C++, Maya, Adobe Photoshop, Illustrator, Premiere, After Effects, Substance Painter, GitHub, Microsoft Office, Google Suite

Soft Skills

Communication, teamwork, problem-solving, creativity, adaptability, organization