

RYAN Z. SHEE

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// WORK EXPERIENCE

Game Engineer Intern, Live Operations | Lumos Labs, San Francisco, CA

Oct 2018 – present

- Dig into legacy codebases to fix bugs and make improvements
- Monitor technical health, implement new features across over 50 live games.

Tools: JavaScript, Cocos Creator

Lead Instructor | Mission Bit, San Francisco, CA

Jun – Aug 2016, Jun – Aug 2018, Sep 2018 – present

Instructed the “Android Game Design” and “Intro to Game Design with Unity” classes for up to 20 students per class, each with little to no programming experience, and many also having learning disabilities.

- Established simple game design principles such as MDA, core loops, and team collaboration.
- Taught students how to write object-oriented Java with libGDX in Android Studio. (*Android*)
- Described editor windows and their usages. Students are able to open various windows and manipulate values by themselves. (*Unity*)
- Exposed students to command line Git.
- Students, in small groups, successfully created their first computer games.

Tools: Unity, Java, Android Studio, libGDX, Trello, Agile/Scrum

// ENGINEERING PROJECTS

Project Owner, Back-end Developer | Food Now!

Jan – Mar 2018

A web application that aims to solve the problem of indecisive friends choosing a place to eat by being the final say in picking restaurants.

- Led and delegated tasks to 5 other developers.
- Sent user parameters from front-end to Yelp, sorted list of restaurants returned by Yelp, and passed a random restaurant back to front-end to display to the user.

Tools: JavaScript, HTML, CSS, ReactJS, Node.js, Express.js, Yelp Fusion API, Agile/Scrum

Solo project | Pick Up Boo

Aug – Nov 2017

Developed a personal transportation request app for Android. Pick/input a contact, add an optional flavor message, and send a pick up request text to that contact.

- Utilized Google URL shortener on the Google Maps location pin link to shorten text messages.

Tools: Java, Android Studio

// HACKATHON PROJECTS

Developer | Gotcho Book | *HACK UCSC 2017: Creative Entrepreneurship category, 2nd place*

Jan 2017

Prototyped an Android app to streamline book donations to children. Users can view a student’s profile to see what books are on their wishlist and what genres they enjoy reading. Users can then either donate a book they have, or purchase a book from Amazon for them. Books are sent to the student’s school.

- Designed and implemented main and student profile activities to provide meaningful info at a glance.
- Handled transitions between activities.

Tools: Java, Android Studio

Developer | Gotcho Back | *HACK UCSC 2016: Tech Cares category, 1st place*

Jan 2016

Prototyped an Android safety app to help people walk home safely by setting a timer and notifying their contact if they don’t respond to the timer when it reaches zero.

- Designed shake feature so the user can signal they are in danger without needing to use their screen.

Tools: Java, Android Studio

// SKILLS

Proficient: Java · JavaScript · C# · HTML · CSS

Experienced: C++ · Python · Lua · C