RYAN Z SHEE

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// SELECTED GAME PROJECTS

Solo Project | Easy Animation Array
Jan 2019 – present

Experimenting with a script to add animations to an object without needing code or Unity's animation tools.
Tools: *Unity, C#*

Solo Project | Juicy Shmup
Aug 2018 – present

Independently developing a 2D shoot 'em up for Android with libGDX.
- Programming engaging visual feedback for all in-game actions.
- Prevented memory leaks and decreased overall memory usage with libGDX's object pooling system.
- Programmed AI director, which dynamically scales difficulty based on the player's skill level.
- Maintained documentation, logged progress on a project management app and Wiki/developer blog.

Tools: *Android Studio, Java, libGDX, Trello*

Lead Developer, Gameplay Programmer | Shroommates
Oct 2017 – Jul 2018

Lead developer on a third-person exploration platformer with Unreal Engine.
- Efficiently led and delegated tasks to 6 other programmers alongside producers for sprints.
- Quickly implemented placeholder AI sufficient for prototyping purposes.
- Worked on behavior tree and state machine for newer, more robust AI.
- Implemented various game behaviors as needed, such as:
    - State management: programmed win and lose conditions.
    - Game objects: programmed coin and various box trigger interactions.
    - Dialog: programmed all dialog interactions.
- Identified, troubleshooted, and later explained to some team members Git issues and their solutions. All team members no longer have issues with version control.
- Point person for communication and technical QA with professors.

Tools: *Unreal Engine, C++*

// WORK EXPERIENCE

Game Engineer Intern, Live Operations | Lumos Labs, San Francisco, CA
Oct 2018 – present

- Dug into legacy codebases to fix bugs, make improvements, and log new issues on Jira.
- Released bug fixes for six live games.
- Helped porting process for games moving to WebGL from Flash.
- Updated documentionation on various company Confluence pages and Github repositories.
- Performed code reviews and effectively communicated on pull requests.

Tools: *JavaScript, Cocos Creator, Jira*

Lead Instructor | Mission Bit, San Francisco, CA
Jun – Aug 2016 · Jun – Aug 2018 · Sep 2018 – Dec 2018

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*

// EDUCATION

University of California: Santa Cruz
June 2018

Bachelor of Science in Computer Science: Computer Game Design