

RYAN Z SHEE | SOFTWARE ENGINEER

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// 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 to six live games.
- Helped port over 10 live web Flash games to Cocos Creator.
 - Led initial Flash port and created and maintained documentation to aid artists, producers, and other engineers on the porting process.
- Updated documentation on various company Confluence pages and Github repositories.
- Performed code reviews and effectively communicated on pull requests.

Tools: *JavaScript, Cocos Creator*

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*)
- Wrote flexible code templates to be used as examples/foundation for most student games.
- 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: *C#, Unity, Java, Android Studio, libGDX*

// 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, React, Node.js, Express, Yelp Fusion API*

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.

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.

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

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*