RYAN Z. SHEE

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// EDUCATION

University of California: Santa Cruz   June 2018
Bachelor of Science in Computer Science: Computer Game Design

// SELECTED GAME PROJECTS

Lead Developer, Gameplay Programmer | Shroommates   Oct 2017 – present
Lead developer on a third-person exploration platformer with Unreal Engine.
- Efficiently led and delegated tasks to 6 other programmers alongside producers.
- Quickly implemented temporary AI sufficient for prototyping purposes within a few days. Also worked on newer, more robust AI, who is controlled with an improved behavior tree.
- 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 simple dialog.
- 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.

Solo Project | MinShmup   Dec 2017 – present
Independently developed a minimalistic shoot 'em up for Android with libGDX. My goal as a designer was to reimagine a simple game that feels amazing to play.
- Programmed engaging visual feedback for some in-game actions through a camera shake manager.
    - Getting hit and destroying enemies adds "trauma", which the manager uses to scale both rotational and translational shake in a natural and impactful way.
- Fully took advantage of libGDX's object pooling system to prevent any memory leaks and decreasing overall memory usage.

Systems Designer | Battlegrounds   Feb 2018 – Mar 2018
A turn-based board game adaptation of the battle royale genre. Players control 3 units, each with action points to move, shoot, and loot.
- Balanced reaction point system, which helps units getting shot at by granting them immediately spendable action points to prevent immediate death.
- Balanced damage, range, accuracy (determined with die roll), and usage cost for 4 different weapons.

// WORK EXPERIENCE

Mobile Game Development Instructor | Mission Bit   Jun 2016 – Aug 2016, Jun 2018 – Aug 2018
Instructed a summer game development class for 20 students with little to no programming experience.
- Successfully taught students how to use the libGDX framework, write object-oriented Java with Android Studio IDE, and practice version control with Git.
- Established simple game design principles such as core loops, game mechanics, and team collaboration with students. Students, in small teams, successfully created their first Android games.

// SKILLS

Can code proficiently in: Java · JavaScript · C#
Can work proficiently with: libGDX · Unreal Engine · Unity · Android Studio · Git · Phaser · P5.js · Linux
Familiar with: HTML · CSS · C++ · Python · Lua · C
Games: Rainbow Six: Siege · Overwatch · XCOM · Darkest Dungeon · The Legend of Zelda · The Witcher 3 · Deus Ex · Bastion · Metal Gear Solid V · Overcooked! · Super Smash Bros. · Ultimate Chicken Horse