

# RYAN Z. SHEE

## // PROFESSIONAL EXPERIENCE

### **Lumos Labs, San Francisco — *Software Engineer 2***

AUG 2020 - PRESENT

Shipped Figment, a creativity app, to the App Store with a multidisciplinary team.

### **Lumos Labs, San Francisco — *Software Engineer 1***

MAY 2019 - AUG 2020

Shipped an updated, standalone version of Train of Thought, Lumosity's #1 most popular game.

Released bug fixes and improvements to 8 live games (mobile and web).

### **Lumos Labs, San Francisco — *Game Engineer Intern***

OCT 2018 - MAY 2019

Shipped over 10 WebGL games ported from Flash.

Led initial Flash port towards release-ready, and created and maintained documentation to aid artists and other engineers on the porting process.

### **Mission Bit, San Francisco — *Lead Instructor***

JUN 2016 - DEC 2018

Instructed "Android Game Design" and "Intro to Game Design with Unity" for 60 students, each coming from a disadvantaged background.

## // SELECTED PROJECTS

### **Chill Mood Club, Web App — *Software Engineer***

Built a React app where users can chill to relaxing YouTube playlists and soothing background sounds.

### **Food Now!, Android App — *Software Engineer***

Shipped an Android app that aims to resolve indecisive friends choosing a place to eat by having the final say when picking restaurants, to the Play Store.

## // CONTACT

### **PHONE**

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### **E-MAIL**

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### **LINKEDIN**

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### **WEBSITE**

<https://ryanshee.com/>

## // SKILLS

### **LANGUAGES**

C#, JavaScript, C++, Java

### **OTHER**

React, Unity, Unreal Engine, Cocos Creator, Git, Smash Bros.

## // EDUCATION

### **Computer Science:**

### **Computer Game Design**

University of California: Santa Cruz

AUG 2014 - JUN 2018