

RYAN Z SHEE | GAME 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 6 live games.
- Helped port over 10 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.

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*

// SELECTED GAME PROJECTS

Game Engineer | Juicy Shmup | *Global Game Jam 2019*

Jan 2019

Created a cooperative game where two players try and tidy up an apartment, wizard-style.

- Programmed all furniture prefabs and their behaviors.
- Worked with sound designer to add all sound into the game.

Tools: *C#, Unity*

Game Engineer, Game Designer | Juicy Shmup

Aug 2018 – Nov 2018

Exercised programming and design abilities by developing a 2D shoot ‘em up for Android with libGDX.

- Programmed engaging visual feedback for all in-game actions.
- Prevented memory leaks and decreased overall memory usage with libGDX’s object pooling system.
- Designed 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: *Java, Android Studio, libGDX*

Lead Developer, Game Engineer | 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: *C++, Unreal Engine*