

RYAN Z. SHEE

✉ ryan@missionbit.com |  linkedin.com/in/ryanzshee |  lionisaqt.github.io |  github.com/lionisaqt | ☎ (415) 509-0990

// EDUCATION

University of California: **Santa Cruz**

June 2018

Bachelor of Science in Computer Science: Computer Game Design (GPA: 3.17)

// WORK EXPERIENCE

Mission Bit | **Mobile Game Development Instructor**

Jun 2016 — Aug 2016

Instructed a game design and development class for 20 students with little to no programming experience.

- 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.

// SELECTED GAME PROJECTS

Shroommates | **Lead Developer, Gameplay Programmer**

Oct 2017 — present

Lead developer on a third-person platformer with Unreal Engine.

- Efficiently leading and delegating tasks to 6 other programmers alongside producers.
- Quickly implemented temporary AI sufficient for prototyping purposes within a few days. Currently working on newer, more robust AI, who is controlled with an improved behavior tree.
- Implementing various game behaviors as needed, such as:
 - State management: programming win and lose conditions.
 - Game objects: programming coin and various box trigger interactions.
 - Dialog: programming 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.

Minimalistic Shmup | **Solo project**

Dec 2017 — present

Independently developing a minimalistic shoot 'em up for Android with libGDX. My goal as a designer is to reimagine a simple game that feels amazing to play.

- Programming 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 takes advantage of libGDX's object pooling system to prevent any memory leaks and decreasing overall memory usage.

Battlegrounds | **Systems Designer**

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.

// SKILLS

Can code proficiently in: Java · C# · JavaScript

Can work proficiently with: Unreal Engine · Unity · Android Studio · libGDX · Phaser · P5.js · Git · Linux

Familiar with: C · C++ · Python · HTML · CSS · Lua

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