

RYAN Z. SHEE

// PROFESSIONAL EXPERIENCE

Lumos Labs, San Francisco — *Software Engineer 2*

AUG 2020 - PRESENT

Shipped Figment, a creativity app built with Unity, 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

Magic Movers, Global Game Jam 2019 — *Game Engineer*

Created a co-op Unity game where two players tidy up an apartment, wizard-style (inspired by Marie Kondo).

Shroommates, UC Santa Cruz — *Lead Game Engineer*

Lead game engineer on a third-person exploration platformer with Unreal Engine.

Led and delegated tasks for 6 other engineers.

Point person for communication and technical Q&A with professors.

// CONTACT

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WEBSITE

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// SKILLS

LANGUAGES

C#, JavaScript, C++, HTML, CSS, Java

OTHER

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

// EDUCATION

Computer Science:

Computer Game Design

University of California: Santa Cruz

AUG 2014 - JUN 2018