RYAN Z. SHEE

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// EDUCATION

University of California: Santa Cruz   June 2018
Bachelor of Science in Computer Science: Computer Game Design (GPA: 3.14)

// 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

// GAME DESIGN AND DEVELOPMENT PROJECTS

Shroommates | Lead developer, programmer   Oct 2017 — present
Developing a stealth-based action game with Unreal Engine.
- Efficiently leading and delegating tasks to 6 other programmers
- Generalist programmer; programming various game behaviors as needed in various areas, mostly AI

Minimalistic Shmup | Solo project   Dec 2017 — present
Independently developing a simple, minimalistic shoot 'em up for Android.

Beat 'Em Up! | Lead developer, programmer   Nov 2017 — Dec 2017
Prototyped a rhythm-based fighting game with Unity.
- Organized and delegated tasks for 9 other team members

World Power | Designer   Jan 2016
Created a tabletop game focused on providing a satirical look at international politics.
- Collaborated on game balance and rule-making

Snail Assalt | Level designer, programmer   Jun 2014 — Aug 2014
Developed a wave defense game for Android.
- Programmed levels, main state management, and health system

// 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 · React · Node.js · Express.js

// RELEVANT COURSEWORK

Computer Science: Data Structures · Algorithms and Abstract Data Types · Advanced Programming · Mobile Applications · Web Applications
Game Design/Development: Foundations of Video Game Design · Game AI · Game Platforms · Game Systems · Procedural Content Generation

// ENGINEERING PROJECTS

Food Now! | Project owner, back-end developer   Jan 2017 — present
Leading a web application that provides the user a restaurant on Yelp after receiving parameters from users.