RYAN Z. SHEE

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// EDUCATION

University of California: Santa Cruz
BS Computer Science: Computer Game Design
Graduating June 2018
Cumulative GPA 3.14

// 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

// Skills

Can code proficiently in

Java
C#
JavaScript

Can work proficiently with

Unreal Engine
Unity
Android Studio
libGDX
P5.js
Git
Linux

Familiar with

C
C++
Python
HTML
CSS
XML
Lua
React
Node.js
Express.js
Yelp Fusion API

// WORK EXPERIENCE

Mission Bit | Android Game Design Instructor   June 2016 — Aug 2016

Instructed a mobile 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
- 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.
- Leading + delegating tasks to 6 other programmers
- Programming some AI behaviors

Minimalistic Shmup | Solo project   Dec 2017 — present

Independently developing a simple, minimalistic shoot 'em up that anyone can just pick up and play for a bit for Android.

Beat 'Em Up! | Lead developer, programmer   Nov 2017 — Dec 2017

Prototyped a rhythm-based fighting game with Unity.
- Programmed base character class
- Organized + 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, state management, and health system

// HACKATHON PROJECTS

Gotcho Book | Developer   Jan 2017

HACK UCSC 2017: Creative Entrepreneurship category, 2nd place

Prototyped an app to streamline book donations to children.
- Managed activity switching
- Designed main and profile activities

Gotcho Back | Developer   Jan 2016

HACK UCSC 2016: Tech Cares category, 1st place

Created a safety app to ensure the user can get home safely.
- Designed shake feature so the user can signal for help

// ENGINEERING PROJECTS

Food Now! | Project owner, back-end developer   Jan 2017 — present

Leading a web application project that provides the user a random restaurant after taking into account user-provided parameters.