

# RYAN Z SHEE

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## // PROFESSIONAL EXPERIENCE

**Lumos Labs** | San Francisco, CA

*Software Engineer 2*

*Software Engineer 1*

*Game Engineer Intern*

Aug 2020 – present

May 2019 – Aug 2020

Oct 2018 – May 2019

- Shipped a new application with a multidisciplinary team.
  - Engineered solutions and prototypes for various features.
  - Maintained CI/CD pipeline for project on GitLab.
  - Worked with designers to rework and vastly refine user experience.
  - Collaborated with other engineers to overhaul and improve existing architecture.
  - Supported data scientist to send relevant event data to make informed product decisions.
- Shipped a standalone version of one of Lumosity's most popular games (Train of Thought).
- Released bug fixes and improvements to 8 live games.
- Shipped over 10 WebGL games ported from Flash.
  - Led initial Flash port towards release-ready, and created and maintained documentation to aid artists, producers, and other engineers on the porting process.
- Updated documentation on various company Confluence pages and code repositories.
- Provided effective code review feedback to peers.

**Mission Bit** | San Francisco, CA

*Lead Instructor*

Jun – Aug 2016 • Jun – Aug 2018 • Sep – Dec 2018

Instructed “Android Game Design” and “Intro to Game Design with Unity” for ~20 students per class, each with little to no programming experience, with 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.
- Wrote flexible code templates to be used as examples/foundation for most student games.
- Described Unity editor windows and their usages.
- Students, in small groups, successfully created their first computer games.

## // SELECTED PROJECTS

**Magic Movers** | Global Game Jam 2019

*Game Engineer*

Jan 2019

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

**Shroommates** | University of California Santa Cruz

*Lead Developer*

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.
  - Later helped work on proper behavior tree and state machine for newer, more robust AI.
- Implemented various game behaviors as needed, such as:
  - State management: programmed win and loss conditions.
  - Game objects: programmed coin and various box trigger interactions.
  - Dialog: programmed all dialog interactions.
- Identified, troubleshooted, and explained to team members their Git issues and solutions.
- Point person for communication and technical Q&A with professors.

## // TECHNOLOGIES AND SKILLS

C#, Unity, JavaScript, Cocos2D, Cocos Creator, Java, Git, Unreal Engine, Agile Scrum, Smash Bros.