

RYAN Z SHEE

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// WORK EXPERIENCE

Lumos Labs, San Francisco, CA

Associate Software Engineer

May 2019 – present

Software Engineer Intern

Oct 2018 – May 2019

- Helped launch a new application to Canada and non-US countries with a multidisciplinary team.
 - Engineered solutions and prototypes for various features.
 - Worked with designers to rework and vastly refine an existing activity.
 - Collaborated with other engineers to overhaul and improve existing architecture.
 - Supported data scientist to send relevant event data to make informed product decisions.
 - Created initial implementation for recording, sharing, and viewing play sessions.
- Helped ship a standalone version of one of Lumosity's most popular games (Train of Thought)
- Released bug fixes and improvements to 8 live games.
- Helped port over 10 Flash games to WebGL.
 - 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, and 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 are able to open various windows and manipulate values by themselves.
- 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.
- Worked on 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. All team members no longer have issues with version control.
- Point person for communication and technical Q&A with professors.

// TECHNOLOGIES AND SKILLS

JavaScript, C#, Java, Git, Unity, Unreal Engine, Agile Scrum, Android Studio, Smash Bros.