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 and sharing 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

Food Now!

Solo project — Dec 2019 – ongoing

Launched an Android application that aims to solve the problem of indecisive friends choosing a place to eat by being the final say in picking restaurants.

Gotcho Book, HACK UCSC 2017: Creative Entrepreneurship category, 2nd place

Developer — Jan 2017

Prototyped an Android app to streamline book donations to children.

Gotcho Back, HACK UCSC 2016: Tech Care category, 1st place

Developer — Jan 2016

Prototyped an Android safety app to help people walk home safely by setting a timer and notifying their contact if they don't respond to the timer when it reaches zero.

// TECHNOLOGIES AND SKILLS

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