

# RYAN Z. SHEE

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## // EDUCATION

University of California: **Santa Cruz**

June 2018

Bachelor of Science in Computer Science: Computer Game Design

## // SELECTED GAME PROJECTS

**Solo Project** | Juicy Shmup

Aug 2017 – present

Independently developed a 2D shoot 'em up for Android with libGDX. My goal as a designer was to reimagine a simple, classic game with more engaging visuals and visceral feedback mechanisms.

- Programmed engaging visual feedback for all in-game actions.
- Prevented memory leaks and decreased overall memory usage with libGDX's object pooling system.
- Programmed AI director, which dynamically scales difficulty based on the player's skill level.
- Maintained documentation, logged progress on a project management app and Wiki/developer blog.

Tools: *Java, Android Studio, libGDX, Git, Trello*

**Lead Developer, Gameplay Programmer** | Shroommates

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 lose conditions.
  - Game objects: programmed coin and various box trigger interactions.
  - Dialog: programmed all dialog interactions.
- Identified, troubleshooted, and later explained to some team members Git issues and their solutions. All team members no longer have issues with version control.
- Point person for communication and technical QA with professors.

Tools: *C++, Unreal Engine, Git, Agile/Scrum*

**Systems Designer** | Battlegrounds

Feb 2018 – Mar 2018

A turn-based board game adaptation of the battle royale genre. Players control 3 units, each with action points to move, shoot, and loot.

- Balanced reaction point system, which helps out units getting shot at by granting them immediately spendable action points for potential out-play and to prevent immediate and unfair death.
- Balanced damage, range, accuracy, and usage cost for 4 different weapons.

## // WORK EXPERIENCE

**Mobile Game Development Instructor** | Mission Bit

Jun 2016 – Aug 2016, Jun 2018 – Aug 2018

Instructed a summer game development class for up to 20 students with little to no programming experience, many also having learning disabilities. Articulated core technical concepts for a young audience.

- Successfully 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. Students, in small teams, successfully created their first Android games.

Tools: *Java, Android Studio, libGDX, Trello, Git, Agile/Scrum*

## // SKILLS

**Programming languages:** Java · JavaScript · C# · HTML · CSS · C++ · Python · Lua · C

**Technologies:** libGDX · Unreal Engine · Unity · Android Studio · Git · Phaser · P5.js · Linux · Trello