

# RYAN Z. SHEE

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## // EDUCATION

University of California: **Santa Cruz**

June 2018

Bachelor of Science in Computer Science: Computer Game Design (GPA: 3.14)

## // WORK EXPERIENCE

Mission Bit | **Mobile Game Development Instructor**

Jun 2016 — Aug 2016

Instructed a 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, and practice version control with Git
- Established simple game design principles such as core loops, game mechanics, and team collaboration with students

## // ENGINEERING PROJECTS

Food Now! | **Project owner, back-end developer**

Jan 2017 — present

Leading a web application that provides the user a random restaurant on Yelp after receiving various user-provided parameters.

- Using a MERN stack framework to run the website

Pick Up Boo | **Solo project**

Aug 2017 — Nov 2017

Developed a personal transportation request app for Android.

## // HACKATHON PROJECTS

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

Jan 2017

Prototyped an app to streamline book donations to children.

- Managed activity switching
- Designed main and profile activities

Gotcho Back | **Developer** | *HACK UCSC 2016: Tech Cares category, 1st place*

Jan 2016

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

- Designed shake feature so the user can signal that they are in danger

## // 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 · Lua · React · Node.js · Express.js · Yelp Fusion API

## // 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

## // GAME DESIGN AND DEVELOPMENT PROJECTS

Shroommates | **Lead developer, programmer**

Oct 2017 — present

Developing a stealth-based action game with Unreal Engine.

- Efficiently leading and delegating tasks to 6 other programmers