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

- Engineered solutions for an unannounced project with a multidisciplinary team.
  - 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.
- Dug into legacy codebases to debug, make improvements, and log new issues on Jira.
  - Released bug fixes to 6 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.
- Exposed students to command line Git.
- Students, in small groups, successfully created their first computer games.

// SELECTED PROJECTS

Food Now!, University of California, Santa Cruz

Project Owner, Back-end Developer   Jan – Mar 2018

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

- Led and delegated tasks to 5 other developers.
- Sent user parameters from front-end to Yelp, sorted list of restaurants returned by Yelp, and passed a random restaurant back to front-end to display to the user.

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, React, Smash Bros.