

RYAN Z. SHEE

✉ ryan@missionbit.com |  linkedin.com/in/ryanzshee |  lionisaqt.github.io |  github.com/lionisaqt | ☎ (415) 509-0990

// 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

// 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
- Generalist programmer; programming various game behaviors as needed in various areas, mostly AI

Minimalistic Shmup | **Solo project**

Dec 2017 — present

Independently developing a simple, minimalistic shoot 'em up for Android.

Battlegrounds | **Designer**

Feb 2018 — Mar 2018

A board game adaptation of the battle royale genre of recent popular games.

- Collaborated on game mechanics and balancing

Beat 'Em Up! | **Lead developer, programmer**

Nov 2017 — Dec 2017

Prototyped a rhythm-based fighting game with Unity.

- Organized and delegated tasks for 9 other team members

World Power | **Designer**

Jan 2016

Created a tabletop game focused on providing a satirical look at international politics.

- Collaborated on game balance and rule-making

Snail Assault | **Level designer, programmer**

Jun 2014 — Aug 2014

Developed a wave defense game for Android.

- Programmed levels, main state management, and health system

// SKILLS

Can code proficiently in: Java · C# · JavaScript

Can work proficiently with: Unreal Engine · Unity · Android Studio · libGDX · Phaser · P5.js · Git · Linux

Familiar with: C · C++ · Python · HTML · CSS · Lua · React · Node.js · Express.js

// RELEVANT COURSEWORK

Game Design/Development: Foundations of Video Game Design · Game AI · Game Platforms · Game Systems · Procedural Content Generation · Visual Communication and Interactive Design

Computer Science: Data Structures · Algorithms and Abstract Data Types · Advanced Programming · Mobile Applications · Web Applications · Linear Algebra · Applied Discrete Mathematics