

# 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

**Magic Movers**, Global Game Jam 2019

*Game Engineer*

Jan 2019

Created a co-op game where two players tidy up an apartment, wizard-style (inspired by Marie Kondo).

**Shroommates**, University of California Santa Cruz

*Lead Developer*

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

## // TECHNOLOGIES AND SKILLS

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