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: 3.17)

// 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
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, handled list of restaurants returned by Yelp, and passed a random restaurant back to front-end to display to the user.

Pick Up Boo | Solo project   Aug 2017 — Nov 2017
Developed a personal transportation request app for Android. Pick/input a contact, add an optional flavor message, and send a pick up request text to that contact.
- Used Google URL shortener on the Google Maps location pin link to keep text messages short.

// HACKATHON PROJECTS

Gotcho Book | Developer | *HACK UCSC 2017: Creative Entrepreneurship category, 2nd place*   Jan 2017
Prototyped an Android app to streamline book donations to children. Users can view a student's profile to see what books are on their wishlist and what genres they enjoy reading. Users can then either donate a book they have, or purchase a book from Amazon for them. Books are sent to the student's school.
- Created main and student profile activities.
- Handled transitions between activities.

Gotcho Back | Developer | *HACK UCSC 2016: Tech Cares category, 1st place*   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.
- 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 · Linear Algebra · Applied Discrete Mathematics
Game Design/Development: Foundations of Video Game Design · Game AI · Game Platforms · Game Systems · Procedural Content Generation · Visual Communication and Interactive Design