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// EDUCATION

University of California: **Santa Cruz**

June 2018

Bachelor of Science in Computer Science: Computer Game Design

// SELECTED GAME PROJECTS

Solo Project | Juicy Shmup

Aug 2018 – present

Independently developed a 2D shoot 'em up for Android with libGDX.

- Programmed engaging visual feedback for all in-game actions.
- Prevented memory leaks and decreased overall memory usage with libGDX's object pooling system.
- Programmed AI director, which dynamically scales difficulty based on the player's skill level.
- Maintained documentation, logged progress on a project management app and Wiki/developer blog.

Tools: *Java, Android Studio, libGDX, Git, Trello*

Lead Developer, Gameplay Programmer | Shroommates

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

Tools: *C++, Unreal Engine Blueprint Visual Scripting, Unreal Engine, Git, Agile/Scrum*

// WORK EXPERIENCE

Mission Bit, San Francisco, CA

Instructed various classes for up to 20 students, each with little to no programming experience, and many also having learning disabilities. Articulated core game design and development principles for a young audience.

- Established simple game design principles such as core loops, game mechanics, and team collaboration. Students, in small teams, successfully created their first computer games.
- Successfully had students practice version control with Git.

Unity Game Design Lead Instructor

Sept 2018 – present

- Taught students how to use the Unity Editor, describing editor windows and their usages. Students were able to open various windows and manipulate values by themselves.

Tools: *Unity, Trello, Git, Agile/Scrum*

Android Game Development Lead Instructor

Jun 2016 – Aug 2016, Jun 2018 – Aug 2018

- Taught students how to use the libGDX framework.
- Showed students how to write object-oriented Java with Android Studio IDE.

Tools: *Java, Android Studio, libGDX, Trello, Git, Agile/Scrum*

// SKILLS

Proficient: Java · JavaScript · C# · HTML · CSS

Familiar: C++ · Python · Lua · C

Technologies: libGDX · Unreal Engine · Unity · Android Studio · Git · Phaser · P5.js · Linux · Trello

Games: Rainbow Six · Overwatch · XCOM · The Witcher · Super Smash Bros. · Metal Gear Solid · The Legend of Zelda · Deus Ex · Battlefield · The Darkest Dungeon · Overcooked! · Bastion · Ultimate Chicken Horse