

RYAN Z. SHEE

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// EDUCATION

University of California: **Santa Cruz**

BS Computer Science: **Computer Game Design**

Graduating **June 2018**

Cumulative GPA **3.14**

// RELEVANT COURSEWORK

Computer Science

Data Structures

Algorithms and Abstract Data Types

Advanced Programming

Mobile Applications

Web Applications

Game Design/Development

Game AI

Game Platforms

Game Systems

Procedural Content Generation

// Skills

Can code proficiently in

Java

C#

JavaScript

Can work proficiently with

Android Studio

libGDX

P5.js

Git

Linux

Familiar with

C

C++

Python

HTML

CSS

XML

Lua

React

Node.js

Express.js

Yelp Fusion API

// WORK EXPERIENCE

Mission Bit | **Android Game Design Instructor**

June 2016 — Aug 2016

Instructed a mobile 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
- 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

Leading a web application project that provides the user a random restaurant after taking into account user-provided parameters.

Pick Up Boo | **Solo project**

Aug 2017 — Nov 2017

Developed a personal transportation request app for Android.

// HACKATHON PROJECTS

Gotcho Book | **Developer**

Jan 2017

HACK UCSC 2017: Creative Entrepreneurship category, 2nd place

Prototyped an app to streamline book donations to children.

- Managed activity switching
- Designed main and profile activities

Gotcho Back | **Developer**

Jan 2016

HACK UCSC 2016: Tech Cares category, 1st place

Created a safety app to ensure the user can get home safely.

- Designed shake feature so the user can signal for help

// GAME DESIGN AND DEVELOPMENT PROJECTS

Shroommates | **Lead developer, programmer**

Oct 2017 — present

Developing a stealth-based action game with Unreal Engine.

- Leading + delegating tasks to 6 other programmers
- Programming some AI behaviors

Minimalistic Shmup | **Solo project**

Dec 2017 — present

Independently developing a simple, minimalistic shoot 'em up that anyone can just pick up and play for a bit for Android.

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

Nov 2017 — Dec 2017

Prototyped a rhythm-based fighting game with Unity.

- Programmed base character class
- Organized + delegated tasks for 9 other team members