

RYAN Z. SHEE

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// EDUCATION

University of California: **Santa Cruz**

June 2018

Bachelor of Science in Computer Science: Computer Game Design

// WORK EXPERIENCE

Mobile Game Development Instructor | Mission Bit

Jun 2016 — Aug 2016, Jun 2018 — Aug 2018

Instructed a game design and development class for 20 students with little to no programming experience.

- Successfully 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. Students, in small teams, successfully created their first Android games.

Tools: Java, Android Studio, Git, libGDX

// ENGINEERING PROJECTS

Project Owner, Back-end Developer | Food Now!

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

Tools: Javascript, HTML, CSS, ReactJS, Node.js, Express.js, Yelp Fusion API, Git

Solo project | Pick Up Boo

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.

- Utilized Google URL shortener on the Google Maps location pin link to shorten text messages.

Tools: Java, Android Studio

// HACKATHON PROJECTS

Developer | Gotcho Book | *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.

- Designed and implemented main and student profile activities to provide meaningful info at a glance.
- Handled transitions between activities.

Tools: Java, Android Studio

Developer | Gotcho Back | *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 they are in danger without needing to use their screen.

Tools: Java, Android Studio

// 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