# RYOU NISHIYAMA

## SOFTWARE ENGINEER

nishiyamaryou@gmail.com | • [LinkedIn](#) • [Github](#) • [Portfolio](#) • [A legacy left behind](#) • ATL, GA

Software engineer with an accomplished esports professional background spanning 5+ years of experience, excelling both as a competitive player and coach. I have demonstrated the ability to collaborate and lead effectively with diverse teams, navigate challenges, and overcome adversity. Eager to pursue a longstanding career, acquire new skills, and leverage existing expertise.

**PROFICIENT SKILLS** • JavaScript • Python • Flask • SQL • PostgreSQL • SQLite3 • Postman • HTML • CSS • Git
**COMPETENT SKILLS** • Express • React • Vite • Redux • Docker
**RELEVANT SKILLS** • Adobe Photoshop • Excel • Teamwork & Leadership • Competitive Mindset • Problem Solving

## PROJECTS

**ICE** | [Github](#) | [Live](#) | *Flask • React • Redux • AWS S3 • OAuth3 • Photoshop •*
- Integrated SQLAlchemy as the ORM with Flask framework, enabling seamless interaction with a database, simplifying data manipulation, and efficient query execution to enhance the functionality and maintainability of the application.
- Developed a reusable component to streamline browsing and searching games akin to the platform Steam. This component provides intuitive navigation, efficient search capabilities, contributing to the user experience.
- Implemented a dynamic review system in React, leveraging state management for users to rate reviews for helpfulness and humor, while updating the UI in real-time to enhance interactivity and responsiveness.
- Engineered a robust API to seamlessly manage cart functionality, enabling effortless addition of games from both browsing and a user's wishlist. Simplified the checkout process, replicating an e-commerce cart experience for efficient transfer into a user's personal library.
- Crafted a wishlist component empowering users to assign unique ranks to games seamlessly. Employed React state management to dynamically update display order and rank swapping between games.

**MUNCH** | [Github](#) | [Live](#) | *Flask • React • Redux • AWS S3 • OAuth3 •*
- Worked in a distributed team of 4 members on a shared codespace using an Agile workflow taking advantage of Git's branch management.
- Leveraged PostgreSQL database management system to efficiently store and manage project data, ensuring seamless scalability and reliability.
- Utilized Google's S3 bucket for secure image storage, enabling users to upload images when publishing a business seamlessly.
- Enhanced user experience by integrating Google authentication for seamless login and signup.

## EXPERIENCE

**OverActive Media (OAM)**                                                    **Atlanta, GA**
*Head Coach*                                                        Dec. 2022 – Jun. 2023
- Led Mad Lions, a team and subsidiary of OAM in Valorant's Champions Tour, a 2023 tournament circuit with an $80,000 USD prize pool.
- Managed team operations, coordinated strategies with people across the United States and Canada, provided leadership as head coach and manager.
- Collaborated with a sports psychologist to enhance player performance and led the trial process with assistant staff hiring.

**Cloud9**                                                                **Atlanta, GA**
*Head Coach*                                                        Oct. 2020 – Dec. 2022
- Only team in the world to win 6 consecutive North American championships over 2 years in the game VALORANT, demonstrating excellence in the ability to hold the title of the best team in North America.
- Led as head coach, ensuring player development and continuous growth to maintain the team's top position.
- Organized and curated day to day schedule regularly while traveling for competition, meeting sponsor obligations, and maintaining healthy relationships with high level teams for best practice.

- Won a total of $196,900 in prize money from tournaments officially hosted by Riot Games in VALORANT
- Achieved 4th place at the World Championship in Berlin, Germany during VALORANT's Champions Tour in 2022, ran by Riot Games with a $500,000 prize pool

**Professional Player**                                                                                  **Vienna, VA**

*Renegades*                                                                                     Jun. 2018 – Jan, 2020
*Splyce*                                                                                        Oct. 2017 – May. 2018

- Competed in the Paladins Pro League (PPL) in 2018 as team captain, leading the team from the league's bottom to victory over the two consecutive world champions.
- Collaborated with Hi-Rez Studios, the company behind Paladins, to execute giveaways, fulfill stream obligations, and consistently maintained a viewership of over 500+ concurrent viewers on streaming platforms as an individual.

## EDUCATION

**APP ACADEMY** • Full Stack Web Development                                          **Completed 04/2024**

**FUKUOKA INTERNATIONAL SCHOOL** • Fukuoka - Japan