RYAN FOLZ

PORTFOLIO

Please visit http://ryanfolz.com for pictures and details of the projects with links beside them.

Go Back — Self-Made Engine, Java

http://bit.ly/2gNfzvN

- · Sept 2016 Dec 2016
- · Created independently to learn how to make a 2-D game engine.
- · Use your past self and defeat hedgehogs to find a gem that will let you travel back in time to save your lover.
- · Created the entire game and game engine from scratch.

Virtual Reality Osmos — Unreal Engine, HTC Vive

http://bit.ly/2gm92EQ

- · Oct 2016 Nov 2016
- · Created independently to learn Virtual Reality development.
- · Use the left controller pad to move your character around.
- · Reach down and grab a ball to absorb it and increase your size.

Text Self Portrait — Photoshop

http://bit.ly/2fB0Tj2

- · Oct 2016
- · Created in Graphic Design for education.

Personal Website — HTML, CSS, Atom

http://ryanfolz.com

- · Sept 2016 Dec 2016
- · Created independently for publication.
- · Uses HTML and CSS to create a personal website to showcase projects.

RGB Gradient Wallpaper — Android, Java

Play Store: goo.gl/wLUqZf

- · July 2016
- · Created independently for publication.
- · Use RGB sliders to create a custom gradient wallpaper. The wallpaper background updates in real time.

Classroom Manager — Android, Java, SQL

http://bit.ly/2g8opTR

- · Dec 2015 May 2016
- · Created independently for Kentucky State Science Fair and professional use.
- · Track classroom data: student attendance, assignments, grades, and behavior issues during class. Built for Android phone/tablet and uses SQL to store different classroom data.
- · Won 2nd place at the KY State Science Fair.
- · Used by teachers at duPont Manual High School.

VEX Robotics Manual and Automatic Control Design — C, VEX Robotics

- · Oct 2015 Mar 2016
- · Created in Special Topics: Robotics for competetition (was programmer for the team).
- · Robot competed in Kentucky Vex Robotic's yearly copetition.
- · 3rd place for the Automatic competition.

League of Legends Player Lookup — Android, Java, Riot Games API (JSON) http://bit.ly/2fUpXOe

- · May 2015 Nov 2015
- · Created independently for publication.
- · Player stats for all time and past 10 games. Includes champions played, KDA, possible duos/teams, and more.
- · Data from Riot API and Data Dragon.
- · Uses Async tasks for background processing (so it isn't on main thread).

Bluetooth Rock Paper Scissors — Android, Java, Bluetooth

- · July 2015 Sept 2015
- · Created independently for publication.
- · Connect your phone to a friend's over bluetooth and play Rock Paper Scissors. 3,500 downloads and counting.

Sliding Puzzle — Android, Java

- · Feb 2015 Apr 2015
- · Created independently for publication (code was lost during Windows Update).
- · Allowed users to select an image from their gallery or from Google Images to act as the background for the Sliding Puzzle Game.

Flying Moo — Android, Java

- · Feb 2015
- · Created independently for learning.
- · Uses the gyroscope to detect when the phone is in free fall (being thrown or dropped) and, when it is, the phone let's out a "MOOOOOooooo".

Mustache Me — Android, Java

Play Store: goo.gl/2f8jU1

Play Store: goo.gl/hET3vH

- \cdot Dec 2014 Mar 2015
- · Created independently for publication.
- \cdot Grid-based puzzle game where you use mathematical skills and guessing to find a hidden potato.
- · Use baby potato followers and angry non-moving potatoes to create a wall and capture the hidden potato.
- · Over 100 levels with 5 different game modes.

Pug or Croissant — Android, Java

- \cdot Jan 2015
- · Created independently for learning Android basics.
- · Shows an image of either a pug or a croissant and the user has one second to tap the "Pug" button or the "Croissant" button.
- · Extended competition to other images such as Penguin or Snow Leopard, Dog or Fried Chicken, etc.
- · Based off the game "Llama or Duck".

Quadratic Formula — Android, Java

- · Dec 2014
- · Created independently for learning Android basics.
- · Does the quadratic formula flawlessly.