

Ryan Seto

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Skills Summary

- Illustrated knowledge of Java, C#, C/C++ and SQL through work, school and personal projects
- Worked with Oracle, MSSQL databases and application servers such as WebLogic, JBoss and IIS
- Basic knowledge of HTML, CSS, JavaScript, XSLT, OpenGL, Bash, Assembly and Unix

Work Experience

Associate Software Engineer: **Electronic Arts, Inc**, Burnaby, BC, May 2015 - Dec 2015

- Made C++ game code changes to Plants vs. Zombies Garden Warfare 2 for Xbox One, PS4, and PC which uses the Frostbite engine, mostly changes for sending game telemetry
- Implemented new features and improved existing features in BioMetrics, a web application built using C# which provides game crash information and other metrics
- Wrote automated processes to gather new game metrics, aggregate them, write them to Elasticsearch and implemented querying and displaying of the metrics data in BioMetrics
- Performed the initial integration of a BioMetrics plugin, ProjectMetrics, for tracking bugs and tasks and supported others who worked on it
- Investigated and improved stability of tests using the FrostTest framework; wrote simple game RPCs for test usage

Software Developer: **AppCentrica Inc**, Toronto, ON, Sep 2014 - Dec 2014

- Worked closely on a client project dealing with PDF generation using Java
- Key contributor in creation of an internal vacation tracking web app using C# .NET and jQuery
- Enhanced and fixed C# .NET bugs for an AppCentrica product used for drilling
- Assisted in initial creation of a WPF project for drilling by adding dependency injection, a services tier, and report generation

Software Developer: **Cisco Systems, Inc**, Toronto, ON, Jan 2014 - Apr 2014

- Developed an RPM for a custom client implementation installer which would invoke Ant and bash scripts as well as make webservice calls to install across the distributed system
- Squashed bugs within the core application which consisted of technologies such as JBoss, Hibernate for an Oracle or MSSQL database and webservices
- Worked on custom Java code and XSLTs in a small team for a specific client
- Provided patches for bugs on an older release used by a client
- Mapped fields between Cisco's system and a client's to demo its use for the potential client

Software Developer: **Cisco Systems, Inc**, Toronto, ON, May 2013 - Aug 2013

- Modified and updated open source code for Cisco's application's use
- Stomped out bugs within the core Java application
- Automated nightly Selenium test scripts for builds amongst various teams
- Enhanced the front-end and back-end of the application's configuration webpage

Associate Solution Developer: **Axsium Group**, Toronto, ON, May 2012 - Aug 2012

- Actively participated on client projects (J2EE, JSPs and Servlets)
- Initiated development of a map app for a punch-in clock with a touch screen
- Performed general maintenance of the internal automated build tool for client projects
- Followed through the software design process and thought of innovative implementations for internal projects
- Improved internal Ant build scripts

Project Highlights

Wizardry: CS 488 Graphics Final Project, Aug 2014

- Created a simple FPS using C++ and OpenGL in which you are a wizard that can fire projectiles

CityRacing: Personal Project, Jul 2010 - Present (ongoing)

- Built a 3D racing game through a city vs AI controlled opponents using Microsoft's XNA framework

Hangman: Grade 12 Computer Science Project, Jun 2011

- Wrote a hangman phone app using J2ME technology

Textbook Tracker: Extracurricular School Project, Feb 2010 – Sept 2010

- Designed an application in C# with an MSSQL backend to ease the management of loaned textbooks to high school students
- Learned SQL independently to execute specifications laid out by the teacher
- Employed valuable debugging skills when the teacher started using the system at the school

Bombberman: Grade 11 Computer Science Project, Jun 2010

- Recreated a game similar to the 2D Super Nintendo game Super Bomberman in C#

Wheel of Fortune and Minesweeper Games: ShowCaSe Contest, Jan 2009 – Feb 2009

- Created games similar to Wheel of Fortune and Minesweeper in grade 10 using C# to enter into a University of Toronto Computer Science contest called ShowCaSe

Education

Bachelor of Computer Science: University of Waterloo, Sept 2011 – Jun 2016

Relevant Courses:

- CS 240 – Data Structures and Data Management
- CS 241 – Foundations of Sequential Programs (Basic compiling)
- CS 246 – Object Oriented Development (C++)
- CS 341 – Algorithms
- CS 343 – Concurrent and Parallel Programming
- CS 348 – Introduction to Database Management
- CS 349 – User Interfaces
- CS 350 – Operating Systems
- CS 454 – Distributed Systems
- CS 456 – Computer Networks
- CS 458 – Computer Security and Privacy
- CS 486 – Introduction to Artificial Intelligence
- CS 488 – Introduction to Computer Graphics (OpenGL, C++, Lua)

Volunteer Experience

Peer Tutor: East York Collegiate Institute, Toronto, ON, Nov 2010 – Jun 2011

- Aided other students in understanding their school work and in learning the material
- Demonstrated leadership skills through advisement of the students

Scholarships & Awards

Michael Egan Entrance in Computer Science Scholarship: University of Waterloo, Oct 2011

- Received for participating in Math and Computer Science contests and extracurriculars

President's Scholarship of Distinction: University of Waterloo, Oct 2011

- Received for a high school average of 95% or over

Senior Canadian Computing Competition Certificate of Distinction: Jun 2011

- Scored in the top 25% of all competitors in the Canadian Computing Competition

Activities & Interests

- Enjoy reading fantasy novels, biking in the Don Valley, and gaming (Starcraft!)