

# Shelden Rattray

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## EDUCATION

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### Georgia State Honors College

Atlanta, GA

*Bachelor of Science in Computer Science*

*Expected May 2027*

- Grade: 4.22 GPA
- Activities: Panther LEAP, Ethical Hacking Club, Student Data Corps, Rocket Technologies
- Awards: Spring 2024 President's List, Fall 2023 President's List

### Gwinnett School of Math, Science, and Technology

Lawrenceville, GA

*High School Diploma*

*Aug. 2019 – May 2027*

- #1 Ranked Public High School in Georgia

## TECHNICAL SKILLS

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**Languages:** Proficient C#, Java, JavaScript, Python | Familiar Dart, TypeScript

**Software/Tools:** Software/Tools: Git, Node.js, Flutter, ElectronJS, Firebase, Unity Engine, Figma

## EXPERIENCE

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### Coding Instructor

Sept. 2022 – April 2023

*Code Ninjas*

*Snellville, GA*

- Taught basic application development at various levels through a game-based curriculum
- Facilitated a curriculum with 100+ games written with Scratch, Lua, JavaScript and C#
- Taught usage of game development engines such as Unity Engine

## PROJECTS

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### JotFlow | *Mobile Applications*

December 2023 – Present

- Developed a mobile note-taking application available published on the Google Play Store.
- Built using Google's Flutter SDK
- Designed UI/UX using Figma
- CRUD based offline-storage using Flutter's HIVE NoSQL package

### Rhythm Performance Calculator | *Manifest V3 Web Extension*

Oct. 2023 – Nov 2023

- Developed and published a web extension with 1000+ downloads on Chrome and Firefox
- Calculates performance point values for the video game osu!
- Utilizes REST API to request JSON information data
- Utilizes Google's Manifest V3 extension platform

### HanziHub | *Desktop Application*

June 2024 – July 2024

- Developed a Chinese flashcard-like study application
- Built as a web application using ElectronJS
- Utilizes persistent storage with functionality on most native platforms

### Don't Touch the Cubes | *Arcade Game*

Feb. 2023 – May 2023

- Developed a 3D endless runner game for desktop devices.
- Built using Unity Engine
- Game scripting handled using Unity Engine's Scripting Engine in C#

## TECHNICAL SKILLS

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**Achievements:** #1 at GSU's Technology Immersion Challenge Cybersecurity Hack-a-thon sponsored by Truist

**Certifications:** Associate Game Developer (Unity Technologies)