

Shelden Rattray

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EDUCATION

Georgia State Honors College

Bachelor of Science in Computer Science

Atlanta, GA

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

High School Diploma

Lawrenceville, GA

Aug. 2019 – May 2027

- #1 Ranked Public High School in Georgia
- Activities: Black Student Union, Chess Club, Chinese Club

TECHNICAL SKILLS

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

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

EXPERIENCE

Coding Instructor

Code Ninjas

Sept. 2022 – April 2023

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

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#