

SHELDEN RATTRAY

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EDUCATION

Georgia State Honors College - BS Computer Science

Expected Graduation 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

May 2023

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

TECHNICAL SKILLS

- Programming: Proficient C#, Java, JavaScript, Python | Familiar Dart, TypeScript
- Software: Git, Node.js, Flutter, ElectronJS, HTML/CSS, Firebase, Unity Engine

EXPERIENCE

Code Ninjas - Coding Instructor

Sep 2022 — Apr 2023

- Taught groups of kids aged 5-14 how to code through simple game-based projects
- Facilitated a curriculum of games using the languages JavaScript, Scratch and C#
- Taught how to develop games using large-scale game engines such as Unity

TECHNICAL PROJECTS

JotFlow - Mobile Application

Developed a mobile note-taking, available for download on the Google Play Store.

- Utilizes Google's Flutter SDK
- Designed UI/UX interface using Figma
- Utilizes CRUD based database storage

Rhythm Performance Calculator - Web Extension

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

Developed a Chinese flashcard-like study application.

- Built as a standard web-app using ElectronJS
- Utilizes persistent storage with functionality on most native platforms

Don't Touch The Cubes - Arcade Game

Developed a 3D endless runner game for desktop devices.

- Built using Unity Engine
- Game scripting handled using C#

CERTIFICATIONS

- **Certified Associate: Game Developer** - Unity Technologies

Mar 2023