Shelden Rattray

UNDERGRADUATE STUDENT

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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.

Education

Georgia State University, BS Computer Science   **Aug 2023 – May 2027**

- Grade: 4.23 GPA
- Activities: Panther LEAP, Ethical Hacking Club, Student Data Corps, Rocket Technologies
- Awards: Fall 2023 President's List

Gwinnett School of Math, Science, and Technology, HS Diploma   **Aug 2019 – May 2023**

- Activities: Black Student Union, Chess Club, Chinese Club

Projects

JotFlow   **Dec 2023 - Present**

Developed a mobile note-taking application using Google's Flutter SDK. Fully designed UI/UX and developed the backend using Hive for custom CRUD operations. Current pending availability on the Google Play Store.

Rhythm Performance Calculator   **Oct 2023 – Nov 2023**

Developed and published a chromium-based browser extension to calculate performance point values for the popular rhythm game osu! Available on the Chrome, Firefox, and Edge extension web stores.

Don't Touch the Cubes   **Feb 2023 – May 2023**

Developed a 3D endless runner style game using C# and Unity Engine. Designed to be played on small arcade machines and is currently on display at The Gwinnett School of Mathematics, Science, and Technology.