

# Shelden Rattray

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## EDUCATION

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### Georgia State Honors College

*Bachelor of Science in Computer Science*

Atlanta, GA

*Expected May 2027*

- Grade: 4.25 GPA
- Awards: 3x President's List
- Activities: STARS Ignite E-Board Member, Ethical Hacking Club, Student Data Corps

## TECHNICAL SKILLS

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**Languages:** Java, Python, JavaScript, C, C#, Dart, TypeScript

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

## EXPERIENCE

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### Coding Instructor

*Code Ninjas*

Sept. 2022 – April 2023

*Snellville, GA*

- Delivered instruction in game-based application development using Unity (C#), JavaScript, Lua, and Scratch.
- Guided students through 100+ game projects, strengthening their understanding of programming and game development fundamentals.
- Introduced best practices in debugging, game loops, and object-oriented design for beginners.

## PROJECTS

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### JotFlow | *Mobile Applications*

Dec 2023 – Feb 2024

- Built a cross-platform note-taking app with offline storage; published on Google Play Store.
- Designed clean, mobile-first UI/UX interfaces using Figma prototypes.
- Implemented CRUD operations using lightweight HIVE NoSQL local storage.

### Rhythm Game Performance Calculator | *Browser Extension*

Oct. 2023 – Nov 2023

- Developed a web extension with 1,000+ downloads across Chrome and Firefox.
- Integrated RESTful APIs to dynamically retrieve and display real-time player performance statistics.
- Deployed using Google's Manifest V3 platform for optimized security and performance.

### HanziHub | *Desktop Application*

June 2024 – July 2024

- Created a multi-platform Chinese vocabulary study tool with persistent storage.
- Parses characters from subtitles and separates characters and phrases into individual study cards.
- Packaged as a cross-platform desktop app, supporting Windows, macOS, and Linux environments.

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

Feb. 2023 – May 2023

- Built an endless runner with procedural level generation and increasing difficulty scaling.

## ACHIEVEMENTS & CERTIFICATIONS

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**Achievements:** 1st Place — GSU Cybersecurity Hackathon (sponsored by Truist & Deloitte)

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