Shelden Rattray

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Education

Georgia State University (Honors College)   Expected May 2027
Bachelor of Science in Computer Science (GPA: 4.23 / 4.00)   *Atlanta, GA*

- **Relevant Coursework:** Data Structures, Prob & Stat for CS (R), Linear Algebra, System-level Programming (C)
- **Awards:** 4x Presidentś List Recipient, STARS Ignite Marketing Director
- **Activities:** Executive Board Member of STARS Ignite

Technical Skills

Languages: Java, Python, JavaScript, C, C#, TypeScript, Dart, SQL
Technologies: React.js, Node.js, Electron, Flutter, Firebase, Unity Engine, Figma

Experience

Code Ninjas   Sep 2022 – April 2023
Coding Instructor   *Atlanta, GA*

- Led coding sessions using JavaScript, Python, and block-based platforms (Scratch/MakeCode), helping students understand loops, conditionals, variables, and basic algorithms through interactive game development projects.
- Improved students' debugging and problem-solving skills by walking them through real-time error resolution and critical thinking.
- Collaborated with other instructors and adapted teaching methods to meet individual learning styles, strengthening communication and teamwork skills applicable to engineering teams.

Projects

JotFlow | *Mobile Application*

- Developed a Flutter-based mobile note-taking app with offline storage, published to the Google Play Store.
- Implemented custom tagging functionality to help users organize and filter notes efficiently, using local device storage without relying on external databases.
- Handled end-to-end UI/UX design using Figma, translating wireframes into responsive Flutter widgets and ensuring a seamless experience across Android devices.

Rhythm Game Performance Calculator | *Browser Extension*

- Developed a real-time browser extension with 3,000+ user installs across Chrome and Firefox, delivering dynamic performance point calculations for the rhythm game osu!.
- Built with JavaScript and REST APIs, enabling users to compute pp values for any user-created beatmap.

HanziHub | *Desktop Application*

- 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 desktop environments.

Donṫ Touch the Cubes | *Arcade Game*

- Developed a procedurally generated 3D arcade game in Unity, where players control a flying ball through an increasingly fast tunnel filled with powerups, hazards, and dynamic obstacles.
- Implemented sudden speed shifts, collision detection, and powerup mechanics using C# scripts to create an intense, replayable experience with escalating difficulty and endless variety.

Achievements & Certifications

Achievements: Achieved #1 Team in Capture-the-Flag style Cybersecurity Hackathon sponsored by Truist & Deloitte
Technologies: Associate Game Developer (Unity Technologies)