

Da-In Ryoo

dainryoo.github.io
dryoo6@gatech.edu

Education:

B.S. Computer Science, Georgia Institute of Technology

- Expected Graduation: May 2019
- GPA: 3.83/4.00

Experience:

Undergraduate Teaching Assistant, Georgia Institute of Technology (Aug 2017-Present)

- Assist with Georgia Tech's CS 3451 Computer Graphics class
- Answer student questions about class material and grade coding projects

Web App Development Intern, Brandasaur LLC (May 2017-Present)

- Designed and built initial prototype of web application on WordPress
- Managed communication between external development team

MICE Team Intern, Seoul Tourism Marketing (June-July 2016)

- Volunteered at the Korea MICE Expo, organized financial documents, and researched MICE industry publications

Activities:

Independent Game Development (2014-Present)

- Contributed animation, concept art, and level design for Georgia Tech's Video Game Development Club
- Created art and code for personal games and entries for the National STEM Video Game Challenge (2015), Bad Box Art Challenge (2016), Insanity Jam (2016), and Ludum Dare #36 (2016)

Augmented Reality Experiences (Aug-Dec 2016)

- Created experimental augmented reality websites powered by the argon.js framework with other undergraduates in Georgia Tech's Argon Research project

Skills:

Java, HTML, CSS, JavaScript, Python, WordPress Development,
Adobe Photoshop, Adobe After Effects, Processing, GameMaker Studio