

Da-In Ryoo

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• dainryoo@gmail.com
• github.com/dainryoo

Education:

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BS Computer Science (May 2019)
Georgia Institute of Technology
GPA: 3.88/4.0

Skills:

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Java, HTML, CSS, JavaScript,
Python

Adobe Photoshop,
Adobe After Effects,
Adobe Illustrator,
Processing,
GameMaker Studio,
GraphicsGale,
PaintTool SAI

Languages

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English, Korean

Activities:

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VG Development Club
Humani-Tech
Urban Honeybee Project

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6029 Bartam Cove
Johns Creek, GA 30097

Experience:

Seoul Tourism Marketing MICE Intern (June-July 2016)
• Volunteered at the Korea MICE Expo, organized financial documents, and researched MICE industry publications

Projects:

Lukewarm Greeting Cards (Feb 2017)
• Solo entry for 2017 Pearl Hacks Hackathon that displays randomly generated messages for holidays/occasions
• Developed a responsive webpage that uses JavaScript to construct unique sentences

Georgia Tech Red Cross Website (Dec 2016)
• Created mobile friendly website for Georgia Tech's Red Cross Organization with team of 3
• Constructed the home page using Bootstrap

Sapling Academia (Dec 2016)
• Designed and built a dynamic website that allows teachers to write quizzes and students to complete the assessments
• Utilized PHP and MySQL to store and retrieve quiz and student information from databases

Roombae (Oct 2016)
• Entry by team of 4 for 2016 HackGT Hackathon that stores users in a database and matches potential roommates
• Completed front-end development for the webpages

Augmented Reality Experiences (Aug-Dec 2016)
• Participated with other undergraduates in Georgia Tech's Argon Research Project
• Created "Find Nemo," an interactive AR website, powered by the argon.js framework, in which the user must physically move their phone to catch the swimming fish

Game Development (2012-2016)
• Animated sprites, drew concept art, and produced a level for games by Georgia Tech's Video Game Dev Club
• Created art for a Bad Box Art Challenge game that placed 10th out of 114 entries
• Developed small games for the 2015 National STEM Video Game Challenge, Insanity Jam 2016, and Ludum Dare #36