Da-In Ryoo

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EDUCATION:

B.S. Computer Science, Georgia Institute of Technology

• Expected Graduation: May 2019

• GPA: 3.86/4.00

SKILLS:

Java, HTML, CSS, JavaScript, Python

WordPress Development,
Photoshop, InVision, After Effects,
Unity, Processing

ACTIVITIES:

Independent Game Development (2014 – Present)

- Created sprites, animations, 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)

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

EXPERIENCE:

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

- TA for Georgia Tech's CS 3451 Computer Graphics course
- Help students understand and implement technical algorithms and concepts of computer graphics

Web App Development Intern, Brandasaur LLC (May – Aug 2017)

- Designed and developed the initial prototype of the main web application on WordPress
- Managed communication with external development team

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

• Volunteered at the Korea MICE Expo, organized team's financial documents, and researched MICE (Meetings, Incentives, Conventions, Exhibitions) industry publications

PROJECTS:

Lukewarm Greeting Cards

• Responsive web app that randomly generates unenthusiastic greeting card messages with JavaScript

Georgia Tech Red Cross Website

• Mobile-friendly site for Georgia Tech's Red Cross that includes a Google Calendar and Facebook button plugin

Sapling Academia

• Mockup of a quiz website that stores questions and answers, saves class results, and visualizes students' scores

A Chicken Considers Crossing the Road

• 3D animation created purely in Python with Processing using shapes and matrix transformations