

Da-In Ryoo

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EDUCATION:

B.S. Computer Science,
Georgia Institute of Technology

- Expected Graduation: May 2019
- Overall GPA: 3.86/4.00
- Major GPA: 4.00/4.00

SKILLS:

Java, HTML, CSS, JavaScript, Python

Adobe Photoshop, InVision, Unity,
Adobe After Effects, Processing

ACTIVITIES:

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 constructs random, unique, and unenthusiastic greeting card messages with JavaScript

Georgia Tech Red Cross Website

- Complete mobile-friendly redesign of Georgia Tech's Red Cross homepage

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