

# Da-In Ryoo

dainryoo.github.io  
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## EDUCATION:

**B.S. Computer Science,**  
Georgia Institute of Technology

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

## SKILLS:

Java, HTML, CSS, JavaScript, Python

WordPress Development, Adobe  
Photoshop, Adobe After Effects,  
Processing, GameMaker Studio

## 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
- Answer student questions about class material and grade coding assignments

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

- Designed and built 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