

Da-In Ryoo

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github.com/dainryoo

Education:

BS Computer Science, 2019
Georgia Institute of Technology
GPA: 3.87/4.0

Languages:

Java, HTML, CSS, JavaScript
English, Korean

Programs:

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

Activities:

Video Game Development Club
Humani-Tech
Urban Honeybee Project

Projects:

Sapling Academia

- Designed and built a dynamic website that allows teachers to write quizzes for their students to take
- First experience with databases; used PHP and MySQL to store and retrieve questions

Roombae

- Team entry for 2016 HackGT Hackathon
- Front-end web development for a roommate searching website

Augmented Reality Experiences

- Participated with other undergraduates in Georgia Tech's Argon Research Project
- Learned about the argon.js framework and the Argon web browser, tools that allow users to and view augmented reality web applications
- Created "Find Nemo," an interactive AR website in which the user must physically move their phone in order to catch the swimming fish

Game Development

- Animated sprites, drew concept art, designed UI, and produced a level for various different games as a member of Georgia Tech's Video Game Development Club
- Created art for a Bad Box Art Challenge game that placed 10th out of 114 entries
- Developed small independent games for the 2015 National STEM Video Game Challenge, the 2016 Insanity Jam, and Ludum Dare #36