THOMAS RYAN

tmryan33@gmail.com
LinkedIn: https://www.linkedin.com/in/tmryan3
Portfolio: http://tmryan.github.io/

SUMMARY

Software engineer interested in all aspects of software development; especially in graphics, gaming, and operating systems. Seven years of quality assurance experience at Blizzard Entertainment.

EDUCATION

| Sep 2015 – May 2017 | **San Jose State University** | San Jose, CA |

Computer Science (GPA 3.67)

- Dean's Scholar, Cum Laude

| Jan 2014 - May 2015 | **Santa Barbara City College** | Santa Barbara, CA |

Computer Science (cumulative GPA 3.58)

- President's Honor Roll: Spring 2014, Fall 2014
- Transferred to SJSU for the Fall 2015 Quarter

EXPERIENCE

| Feb 2007 - Jan 2014 | **Blizzard Entertainment** | Irvine, CA |

Quality Assurance Analyst III

Diablo III: QA Environments Team Specialist
- Created, tasked, and oversaw tests for a team of 15 analysts
- Served as a knowledgebase and point of contact for multiple departments across the company
- Tracked, organized, and maintained bug reports across multiple large databases
- Oversaw verification of patches and hotfixes for the product post-release
- Trained, mentored, and reviewed other quality assurance analysts

Other projects and roles:
- Dedicated tester for StarCraft II Map Editor team
- Up-kept SC2 QA bug tracking web apps and their host servers
- Provided other testing as needed for large product launches
- Tested internal tools intended for customer support and customer facing websites such as the Blizzard Online Store, Battle.net Accounts Management, WoW Account Management

| Aug 2006 - Nov 2006 | **Signature Flight Support** | Santa Ana, CA |

Line Service Technician

| Mar 2001 - Dec 2003 | **Federal Express** | Memphis, TN |

Material Handler / Trans-load Crew

SKILLS

Personal
Detailed; excellent problem solving skills; experience in fast paced/high pressure environments
Picks up new skills, languages, and tech/software quickly

Tools
MS Visual Studio, Eclipse, Git
Windows, Linux, some Mac
Blender, Photoshop
Unity

Programming
Confident with C++, Java
Experience with C, GLSL, C#, Python, Scheme, PHP

PROJECTS

Cloth Simulation

Webpage: http://tmryan.github.io/clothSim.html
Source code: https://github.com/tmryan/ClothSim

- Mass-spring model cloth sim with gravity, wind, and collision
- OpenGL and C++

Solar Walk

Webpage: https://tmryan.itch.io/solarwalk

- Short space shooter game made for game studies course at SJSU
- Game created in GameMaker Studio 2

inQ Engine

Webpage: http://tmryan.github.io/inq.html
Source code: https://github.com/tmryan/inQ

- Primarily relies on Java's AWT toolkit for graphics

SuperClicky

Webpage: http://tmryan.github.io/superclicky.html
Source code: https://github.com/tmryan/SuperClicky

- Memory game prototype: 7 levels using a 3x3 game board
- Randomly generated levels

COURSES

Jan 2014 - Present

San Jose State University
CS 116B – Computer Graphics Algorithms
CS 166 – Information Security
CS 158A – Computer Networks
CS 155 – Introduction to the Design and Analysis of Algorithms
CS 149 – Operating Systems
CS 108 – Intro to Game Studies
CS 160 – Software Engineering
CS 157A – Database Management Sys I
CS 154 – Formal Languages & Computability
CS 152 – Programming Paradigms
CS 151 – Object-Oriented Design
CS 146 – Data Structures and Algorithms
CS 147 – Computer Architecture
MATH 161A – Statistics
MATH 129A – Linear Algebra
MATH 42 – Discrete Mathematics

Coastline Community College
MATH C280 – Calculus 3

Santa Barbara City College
CS 145J – Intro to Data Structures
CS 131 – Assembly Language Programming
CS 140 – Object Oriented Programming Using C++
CS 120 – Java Programming
MATH 150 – Calculus w/ Analytic Geometry I
MATH 160 – Calculus w/ Analytic Geometry II
PHYS 121 – Mechanics of Fluids and Solids