

# THOMAS RYAN

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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 experience in game industry at Blizzard Entertainment.

## EDUCATION

Sep 2015 – May 2017

**San Jose State University**

San Jose, CA

*Computer Science (GPA 3.72)*

- Dean's Scholar

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

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

Programming

Confident with C++, Java  
Experience with C, GLSL, C#, Python, Rust, Scheme, Ruby, PHP, assembly, JavaScript

## PROJECTS

### Cloth Simulation

Webpage: <http://tmryan.github.io/marchingSquares.html>

Source code: <https://github.com/tmryan/MarchingSquares>

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

### Marching Squares

Webpage: <http://tmryan.github.io/clothSim.html>

Source code: <https://github.com/tmryan/ClothSim>

- Approximation of shapes on a grid using the Marching Squares algorithm
- OpenGL and C++

### 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