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

THOMAS RYAN

SUMMARY

Jr. Software Engineer looking for interesting and challenging development opportunities, especially those involving C++. Keen interest in graphics, networking, and systems. Will learn quickly and expand skill set to meet the needs of the team.

EDUCATION

Aug 2018 – Dec 2022 **Georgia Institute of Technology** Online

Master of Science in Computer Science

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

Bachelor of Science in Computer Science (GPA 3.67)

- Dean's Scholar, Graduated Cum Laude

EXPERIENCE

Nov 2017 - Present **Amazon** Irvine, CA

QA Engineer for Lumberyard (contract via TEKsystems)

- Developed metrics tracker tool in Python, utilizing Jira's REST API
- Create automation and contribute to a library of Python automation utilities
- Automate daily tasks in Python like syncing with P4, building, downloading package builds
- Collaborate with other engineers as part of a multi-disciplined team in an Agile setting

SKILLS

Technical	Confident with C++, Python Comfortable with OpenGL/GLSL, C, Qt framework, C#, Java
Tools	Perforce, Git, MS Visual Studio Windows, some Linux and Mac Unity, Unreal, Lumberyard, Photoshop, Blender
Personal	Detailed; enjoys problem solving; experience in fast paced/high pressure environments Picks up new skills, languages, and tech/software quickly

PROJECTS

Cloth Simulation

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

- Cloth physics simulation using mass-spring model with gravity, wind, and collision
- OpenGL and C++

Color Picker

Webpage: http://tmryan.github.io/colorPicker.html
Source code: https://github.com/tmryan/QtColorPicker

- Color picker written in C++ using the Qt framework

inQ Engine

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

- Game engine written in Java
- AWT toolkit for graphics

SuperClicky

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

- Memory game made with inQ engine (Java)
- 7 randomly generated levels

Unity Sandbox

Webpage: http://tmryan.github.io/unity.html

- Sandbox level created with Unity3D and C#
- Clickable chests, lootable weapons, and exploding orbs

COURSES

Georgia Tech
Sep 2018 – Present

Georgia Institute of Technology
CS-6475 – Computational Photography

SJSU & Coastline
Jan 2014 – May 2017

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