

THOMAS RYAN

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LinkedIn: <https://www.linkedin.com/in/tmryan3>

Portfolio: <http://tmryan.github.io/>

SUMMARY

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
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EXPERIENCE

Nov 2017 - Present

Amazon

Irvine, CA

QA Engineer for Lumberyard (contract via TEKsystems)

- Developed metrics tracker tool in Python, using Jira REST
 - 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
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SKILLS

Technical

Confident with C++, Python

Comfortable with OpenGL/GLSL, C, Qt framework, C#, Lua, 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

Jan 2014 – May 2017

Georgia Institute of Technology

CS-6475 – Computational Photography

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