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, tools, AI, games. Accepted to Georgia Tech's online Masters of Science in Computer Science program for Fall '18.

EDUCATION

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

Computer Science (GPA 3.67)

- Dean's Scholar, Graduated Cum Laude

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

Computer Science (GPA 3.58)

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

EXPERIENCE

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

Quality Assurance Engineer at Lumberyard (contract via TEKsystems)

- Develop tools such as a metrics tracker written in Python and using Jira REST
- Automate daily tasks in Python like syncing with P4, building, downloading package builds
- Collaborate with other QA engineers and software developers as part of a multi-disciplined team in an Agile setting
- Perform unit, integration, and functional testing
- Create and manage test cases and test plans

SKILLS

Technical	Confident with C++, Python Comfortable with OpenGL/GLSL, C, Qt framework, C#, Lua, Java, Android
Tools	Perforce, Git, MS Visual Studio Windows, Linux Unity, Unreal, Lumberyard, Photoshop, Blender
Personal	Detailed; excellent problem solving skills; 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

- Mass-spring model cloth sim 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

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

Unity Sandbox

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

- Unity3D sandbox level
- Clickable chests, lootable weapons, and exploding orbs

COURSES

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