

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 tools, AI, games, and graphics. Over seven years of software industry experience from Blizzard Entertainment and Amazon Lumberyard.

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 (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 systems testing
- Create and manage test cases

Feb 2007 - Jan 2014

Blizzard Entertainment

Irvine, CA

Quality Assurance Analyst III

Diablo III: QA Environments Team Specialist

- Led a team of 15 software testers focused on various aspects of the game Diablo III
- Wrote test plans and test cases for area of focus
- Oversaw testing of the product pre-release and verification of patches and hotfixes for the product post-release
- Trained, mentored, and reviewed other quality assurance analysts

SKILLS

Technical

Confident with C++, Python, C#, Java

Experience with Qt framework, C, GLSL, Lua, Windows Forms, WPF, Android, Scheme, Prolog

Tools

Perforce, Git, MS Visual Studio, Eclipse

Windows, Linux, Android, some Mac

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