

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 quality assurance experience at Blizzard Entertainment.

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

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

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

Programming

Confident with C++, C#, Java
Experience with C, GLSL, Lua, Python, Scheme, PHP, Windows Forms, WPF

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++

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 - 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