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, 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 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