

# THOMAS RYAN

tmryan33@gmail.com

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

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

## SUMMARY

Software engineer interested in all aspects of software development. Passion for software engineering and solving problems. Over seven years of combined 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)*

- Automation of daily tasks such as syncing with P4, building, and downloading package builds
- Developing tools such as a metrics tracker written in Python and using the Jira REST API
- Responsible for own unit, integration, and systems testing
- Test case creation and management

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

Personal

Detailed; excellent problem solving skills; experience in fast paced/high pressure environments  
Picks up new skills, languages, and tech/software quickly

Tools

Perforce, Git  
MS Visual Studio 2015, Eclipse  
Windows, Linux, some Mac  
Photoshop, Blender  
Unity, Unreal, Lumberyard

Programming

Confident with C++, Python, C#, Java  
Experience with Qt framework, C, GLSL, Lua, Scheme, 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++

#### 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 - 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

