

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 functional testing
- Create and manage test cases and test plans

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, 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