THOMAS RYAN

Email: tmryan33@gmail.com   Phone: 901-219-3870
LinkedIn: https://www.linkedin.com/in/tmryan3
Work examples: https://github.com/amzn-tmryan
https://tmryan.github.io/

SUMMARY

Software engineer with experience in C++, Qt, game engines and editors. Interest in C++, Linux, graphics, networking, and more. Always looking for ways to learn and grow as an engineer and as a person.

EDUCATION

Sep 2015 – May 2017

San Jose State University   San Jose, CA

Bachelor of Science in Computer Science (GPA 3.67)

- Dean's Scholar, Graduated Cum Laude

EXPERIENCE

Jul 2021 – Present

Amazon   Irvine, CA

Game Engine Software Engineer   May 2022 - Present

- Contribute to O3DE open source project: https://github.com/amzn-tmryan
- Add features and support to the editor's Asset Browser
- Debug, add features and support for various aspects of the DocumentPropertyEditor and related core systems

Software Development Engineer   Jul 2021 – May 2022

- Debug, fix, and implement various aspects of several AWS services

April 2019 – Jul 2021

Garmin   Greater Los Angeles Area, CA

Software Engineer 2   Jan 2021 – Jul 2021

- Audio software engineer for Auto OEM group
- Use AOSP, C/C++, Java for embedded Linux-based system development

Software Engineer   April 2019 – Jan 2021

- Develop HMI for Garmin automotive products using Qt5 and C++

Nov 2017 – April 2019

Amazon   Irvine, CA

QA Engineer for Lumberyard (contract via TEKsystems)

- Debug issues in a very large multithreaded C++ code base for platforms such as Windows, Linux, MacOS, iOS, Android, PlayStation, and XBox
- Create automation and contribute to a library of Python automation utilities

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SKILLS

Technical

C++, Qt framework, C, C#, Java, python, OpenGL/GLSL, networking

Tools

Git, MS Visual Studio, MS VS Code
Windows, Linux, some Mac
Unity, O3DE/Lumberyard, some Unreal

COURSES

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