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; especially in graphics, tools, AI, games.

EDUCATION

| Aug 2018 – 2021 | **Georgia Institute of Technology** | Online |

Master of Science in Computer Science

| 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

| Nov 2017 - Present | **Amazon** | Irvine, CA |

QA Engineer for 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

SKILLS

Technical

Confident with C++, Python
Comfortable with OpenGL/GLSL, C, Qt framework, C#, Lua, Java, Android

Tools

Perforce, Git, MS Visual Studio
Windows, Linux
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