# RYAN Z. SHEE

## // PROFESSIONAL EXPERIENCE

**Lumos Labs,** San Francisco — *Software Engineer 2*

**AUG 2020 - PRESENT**

Shipped Figment, a creativity app, to the App Store with a multidisciplinary team.

**Lumos Labs,** San Francisco — *Software Engineer 1*

**MAY 2019 - AUG 2020**

Shipped an updated, standalone version of Train of Thought, Lumosity's #1 most popular game.

Released bug fixes and improvements to 8 live games (mobile and web).

**Lumos Labs,** San Francisco — *Game Engineer Intern*

**OCT 2018 - MAY 2019**

Shipped over 10 WebGL games ported from Flash.

Led initial Flash port towards release-ready, and created and maintained documentation to aid artists and other engineers on the porting process.

**Mission Bit,** San Francisco — *Lead Instructor*

**JUN 2016 - DEC 2018**

Instructed "Android Game Design" and "Intro to Game Design with Unity" for over 60 students, each coming from a disadvantaged background.

## // SELECTED PROJECTS

**Chill Mood Club,** Web App — *Software Engineer*

Built a React app where users can chill to relaxing YouTube playlists and soothing background sounds.

Uses Firebase and S3 integrations for playlist and background storage.

**Food Now!,** Android App — *Software Engineer*

Shipped an Android app that aims to resolve indecisive friends choosing a place to eat by having the final say when picking restaurants, to the Play Store.

## // CONTACT

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## // SKILLS

**LANGUAGES**
C#, JavaScript, C++, HTML, CSS, Java

**OTHER**
React, Unity, Unreal Engine, Cocos Creator, Git, Smash Bros.

## // EDUCATION

**Computer Science: Computer Game Design**
University of California: Santa Cruz
**AUG 2014 - JUN 2018**