

# Sean-Ryan Smith

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## CONTACT

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## OBJECTIVE

Obtain a programming position on a software development team that incorporates strong communication and problem solving skills to advance the research and development of computer technology.

## KEY SKILLS

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|---|--|--|
| <ul style="list-style-type: none"><li>▪ C/C++/C#</li><li>▪ OOP</li><li>▪ Physics (Mechanics-Quantum)</li><li>▪ Math (Calc. III – Linear Alg.)</li><li>▪ Unity3D Engine</li><li>▪ SVN (TortoiseSVN)</li><li>▪ Project Management</li></ul> | <ul style="list-style-type: none"><li>▪ MS-Windows 2000/XP/7</li><li>▪ MS-DOS</li><li>▪ MS-Visual Studio</li><li>▪ MS-Office</li><li>▪ MS XNA</li><li>▪ DirectX 9.0</li><li>▪ UNIX</li></ul> | <ul style="list-style-type: none"><li>▪ Team Oriented</li><li>▪ Problem Solving</li><li>▪ Multi-Tasking</li><li>▪ Time Management</li><li>▪ Strong Communication</li><li>▪ Fast Learner</li><li>▪ Well Organized</li></ul> |
|---|--|--|

## EDUCATION

- { GPA: 3.63 } **Computer Science Associate in Science** ..... [ 1/2010 to Present ]  
Bakersfield College, Bakersfield, CA
- { GPA: 3.48 } **Bachelor of Science in Game Programming** ..... [ 8/2006 to 8/2009 ]  
University of Advancing Technology, Tempe, AZ

## PROJECTS

- ❖ **Mission: Orbiter** ..... [ 3/2011 to 8/2011 ]
  - Designed & programmed 3D side-scrolling space shooter using Unity3D engine.
  - Uses 3D transformations, particle effects, physics, and C# scripts.
- ❖ **Aquaphobia** ..... [ 6/2009 to 10/2009 ]
  - 2D platforming game created for the Microsoft Dream Build Play competition.
  - Coded gameplay logic, sprite animation, and sound system using C# in XNA.
- ❖ **DirectX 3D Benchmark** ..... [ 4/2009 to 5/2009 ]
  - Graphics benchmark that renders 5000 3D objects written for DirectX 9.0.
  - Incorporates HLSL and 3D matrix manipulation using C++.

## WORK EXPERIENCE

- **Physics and Programming Tutor/TA** ..... [ Part-Time ]  
**Bakersfield College, Bakersfield, CA** ..... [ 9/2011 to Present ]
  - ✓ Provided educational assistance for students.
  - ✓ Lead C++ workshops that presented correlative material to in class lectures.
  - ✓ Developed and maintained professional relationship with faculty and advisers.
- **Math and English Tutor** ..... [ Seasonal ]  
**Adelante Educational Services, Bakersfield, CA** ..... [ 12/2010 to 3/2011 ]
  - ✓ In charge of reading skills development for 4th graders.
  - ✓ Developed individualized lesson plan to focus on key learning skills.
  - ✓ Acted as a mentor in order to foster positive educational goals for kids.
- **Recruiter/Opener** ..... [ Part-Time ]  
**Entertainment Works, Phoenix, AZ** ..... [ 8/2007 to 6/2009 ]
  - ✓ Recruited individuals and surveyed their opinions for market research.
  - ✓ Utilized team skills to encourage cooperation and communication.
  - ✓ Learned how to encounter and manage public relations.

## ACTIVITIES & HONORS

- |                   |   |                     |   |
|-------------------|---|---------------------|---|
| <b>Honors</b>     | <i>UAT Presidential Honor Scholarship – 2009</i><br><i>UAT Advancing Technology Award – 2009</i>  | <b>Associations</b> | <i>IGDA Student Member – 2009</i><br><i>NSBE, SHPE, MESA – 2011</i>   |
| <b>Activities</b> | <i>Engineer's Club, Hispanic Organization Promoting Engineering and Science (HOPES), Black Excellence in Engineering Science and Technology (BE<sup>2</sup>ST), California Connects Volunteer</i> | <b>Achievements</b> | <i>University Sponsored Team to Attend GDC Austin – 2009</i><br><i>Game Developers Conference (GDC) Associate– 2009</i> |