

Ryan Fleury

/* game engine programmer and enthusiast */

11843 Ridge Pkwy
Broomfield, CO 80021
(303) 503-9733
ryan.j.fleury@gmail.com

SKILLS

Low Level Programming
Data Structures
API Design
User Interfaces
Game Engine Architecture
Graphics Programming
OpenGL
Vulkan
3D Graphics
2D Graphics
Windows API
Windows
Linux
Graphic Design
Assembling desktop computers
Git

AWARDS AND ACHIEVEMENTS

CU Denver ACM

Coding Competition

Time-constrained algorithm problems, awarded first place in Intermediate category

Technology Student Association

Awarded 23 times during middle and high school for various technology projects

LANGUAGES

Dots rate relative personal proficiency

C
C++
MASM
C#
JavaScript
HTML/CSS
Python



LINKS

GitHub

www.github.com/ryanfleury

Personal Website

www.ryanfleury.net

EDUCATION

University of Colorado Boulder - Boulder, Colorado

June 2018 - Present

B.S. in Computer Science

University of Colorado Denver - Denver, Colorado

August 2016 - May 2018

Worked towards B.S. in Computer Science

4.0 G.P.A. on 4.0 scale

Elizabeth High School - Elizabeth, Colorado

August 2012 - May 2016

High School Diploma

EXPERIENCE

Google - Software Engineering Intern

Mountain View, CA; September 2018 - Present

Experimental graphics programming in C/C++ and Vulkan for Google's Project Stream

Handmade Network - Team Lead

June 2018 - Present

Lead in community focused on low level software development

University of Colorado Anschutz - Student Assistant

Aurora, CO; June 2017 - August 2018

Web development with JavaScript and C#

PERSONAL PROJECTS

[The Melodist](#) - 2D story game (**C, C++, OpenGL, Win32, X11**)

June 2016 - Present

Written from scratch with no dependencies other than the operating system, 2D and sprite-based art with modern rendering effects

[rf header libs](#) - Single file libraries (**C, C++**)

February 2017 - Present

Written for performant and productive C and C++ development, provide some abilities not found in the C standard library (various data structures)

[Plane Crawler](#) - 3D first-person game (**C, C++, OpenGL**)

March 2018 - May 2018

Written for game design class; wrote custom 3D engine in C-style C++ with procedurally-generated dungeons

[Lunar Drone](#) - Game for Global Game Jam 2018 (**C, C++**)

January 2018

Written in C-style C++. Directed development, finished in 48 hours