Ryan Scott

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EXPERIENCE

Full-Stack Developer — *Database Automation & Optimization*   2020 – 2025
Knights of Creation   *California*

- Developed Python-based automation to sync data with Google Sheets API, cutting down manual work by over 95%. This led to a reduction in data errors and a significant increase in productivity

- Created simple, intuitive UI and documentation to help non-technical team members navigate the system with ease

Quality Assurance Engineer — *Logic & Data Integrity*   2015 – 2022
MaxGames Studios   *Remote*

- Collaborated with developers to verify game logic and ensure stability across different platforms

- Managed LiveOps testing across mobile platforms, enhancing product stability and user experience

- Streamlined bug tracking and communication through Jira and Trello, improving team efficiency

PROJECTS

Team Lead — Reverse Engineering — *Decompiler, OOP, Modding*

- Led a cross-functional team in reverse-engineering and rebuilding a Flash-based game, ensuring a robust, scalable codebase by implementing structured OOP principles

- Gained valuable hands-on experience in system redesign and team coordination

Autonomous Piloted Vehicle System — *C++, Arduino, I^2C Protocol*

- Collaborated with a team at CalPoly to integrate LiDAR and GPS data streams for real-time obstacle detection and navigation

- Engineered a logic-driven crash prevention system, reducing autopilot crashes

C- Compiler — *Flex, Bison, Assembly, Linux*

- Developed a custom compiler incorporating lexical analysis, parsing, and assembly code generation

- Implemented symbol table management, operator precedence handling, and scope resolution

Game Development Systems — *C++, C#, VS Code, Unity, Godot*

- Designed and developed multiple games emphasizing AI behavior and data-driven mechanics

- Structured robust data management systems for game states, inventories, and AI decision trees

SKILLS

Tools & Platforms: Jira, Trello, Confluence, Git, GitHub, Microsoft Teams, Excel, PowerPoint

Technical: Algorithms, Data Structures, Database Optimization, Logic Processing, Data Organization, Data Security and Encryption, Scripting for Automation, Version Control (Git)

Programming & Development: C, C++, C#, Python, Java, JavaScript, GDScript, PHP, SQL, HTML/CSS, Unity, Godot, Linux, VS Code, PyCharm, Eclipse

Development Focus: Full-Stack Development, Data Manipulation, Game Development, Embedded Systems, Compiler Design, QA Testing, API Integration, Software Design Patterns, Reverse Engineering

EDUCATION & CERTIFICATIONS

Bachelor of Science in Computer Science   *Grand Canyon University*
Honors: Cum Laude   *Phoenix, AZ*

Certified ScrumMaster   *Scrum Alliance*

Pursuing AWS Certified Solutions Architect   *(Expected 2025)*