

Thomas Ryan | Software Engineer

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— RELEVANT EXPERIENCE —

Collins Aerospace

June 2023 – Present

Senior Software Engineer

Remote, CA, USA

- Work on a team dedicated to graphics, performance, and maintenance of an in-house OpenGL/C++ based real-time renderer and simulation engine
- Debug renderer and other engine issues, and maintain the flight simulation software environment
- Improve and maintain distributed flight simulator applications and tools
- Port features between new and legacy versions of software
- Use NVAPI and Windows API to handle server side GPU and display device queries/commands

Amazon

May 2022 - June 2023

Game Engine Software Engineer

Remote, CA, USA

- Contribute to O3DE (Open 3D Engine) open source game engine project ([work examples](#))
- Add features and support to the editor's Asset Browser
- Implement features and support for various aspects of the DocumentPropertyEditor and related core systems

Amazon

July 2021 – May 2022

Software Development Engineer

Remote, CA, USA

- Update and maintain web API backends

Garmin

April 2019 – July 2021

Software Engineer

Greater Los Angeles Area, CA

- Audio software engineer for Auto OEM group
- Use AOSP, C/C++, Java for embedded Linux-based system development
- Develop HMI for Garmin automotive products using Qt5 and C++

— TECHNICAL SKILLS —

C++	C#	Python
Unreal Engine 5	Unity3D	O3DE (Amazon Lumberyard)
Git	MS Visual Studio	MS VS Code
Linux	Windows	

— EDUCATION —

San Jose State University

Sep 2015 – May 2017

Bachelor of Science in Computer Science

San Jose, CA