

Shelden Rattray

shelden.rattray1@gmail.com | sheldenr.dev/ | linkedin.com/in/shelden-rattray | github.com/sheldenr

EDUCATION

Georgia State Honors College

Bachelor of Science in Computer Science

Atlanta, GA

Expected May 2027

- Grade: 4.25 GPA
- Awards: 3x President's List
- Activities: STARS Ignite E-Board Member, Ethical Hacking Club, Student Data Corps

TECHNICAL SKILLS

Languages: Java, Python, JavaScript, C, C#, Dart, TypeScript, R

Software/Tools: Git, Node.js, Flutter, ElectronJS, Firebase, Unity Engine, Figma

EXPERIENCE

Coding Instructor

Code Ninjas

Sept. 2022 – April 2023

Snellville, GA

- Delivered instruction in game-based application development using Unity (C#), JavaScript, Lua, and Scratch.
- Guided students through 100+ game projects, strengthening their understanding of programming and game development fundamentals.
- Introduced best practices in debugging, game loops, and object-oriented design for beginners.

PROJECTS

JotFlow | *Mobile Applications*

Dec 2023 – Feb 2024

- Built a cross-platform note-taking app with offline storage; published on Google Play Store.
- Designed clean, mobile-first UI/UX interfaces using Figma prototypes.
- Implemented CRUD operations using lightweight HIVE NoSQL local storage.

Rhythm Game Performance Calculator | *Browser Extension*

Oct. 2023 – Nov 2023

- Developed a web extension with 1,000+ downloads across Chrome and Firefox.
- Integrated RESTful APIs to dynamically retrieve and display real-time player performance statistics.
- Deployed using Google's Manifest V3 platform for optimized security and performance.

HanziHub | *Desktop Application*

June 2024 – July 2024

- Created a multi-platform Chinese vocabulary study tool with persistent storage.
- Parses characters from subtitles and separates characters and phrases into individual study cards.
- Packaged as a cross-platform desktop app, supporting Windows, macOS, and Linux environments.

Don't Touch the Cubes | *Arcade Game*

Feb. 2023 – May 2023

- Built an endless runner with procedural level generation and increasing difficulty scaling.

ACHIEVEMENTS & CERTIFICATIONS

Achievements: 1st Place — GSU Cybersecurity Hackathon (sponsored by Truist & Deloitte)

Certifications: Associate Game Developer (Unity Technologies)