Mitchell Thai

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PERSONAL SUMMARY: Honors Computer Science student with a strong foundation in software development and a passion for building engaging, user-centered experiences. My background in competitive vocals has sharpened my creativity, attention to detail, and teamwork. With a lifelong interest in interactive systems and problem-solving, I approach each challenge with innovation and a dedication to excellence.

EDUCATION:

Florida State University (FSU), Honors College - *Cumulative GPA: 3.905*   Tallahassee, FL
Major: Bachelor of Arts, Computer Science Student, Minoring in Innovation   *May 2027*
Honors: Florida State University Honors Program, President's List, Bright Futures
Relevant Coursework: Data Structures and Algorithms, Computer Organization, Intro to Unix, Software Engineering, Full Stack App Development in C#, Intro to VR Game Development, Parallel Programming in Python

SKILLS:

Programming Languages: C++, C#, Python, SQL, Java, JavaScript, HTML, CSS, MIPS Assembly
Developer Tools: Visual Studio Code, Visual Studio Community, Git, GitHub, Unity, Unreal Engine, PostgreSQL
Frameworks & Libraries: .NET, MAUI, XAML, Django

PROJECTS:

Online Store Prototype
- Developed a full-stack online store prototype featuring separate client and store management interfaces. Built with C#, .NET, and XAML, the application simulates real-world e-commerce functionality, including inventory control, query-based product search, and client cart and checkout functionality. Implemented file-based data storage for persistence and followed the MVVM architectural pattern.

GitHub Repository

RadioSix - Analog Horror Game
- Developed a first-person analog horror game in Unity as part of a 6-person team. Designed and implemented key gameplay systems, including interactive environment mechanics, player movement, light-based enemy AI behavior, and immersive sound systems. Collaborated closely with artists and animators to integrate visual and audio assets, creating a cohesive and atmospheric gameplay experience.

GitHub Repository | Itch.io

Third-Person Shooter Prototype
- Developed a third-person shooter prototype in Unreal Engine, utilizing Blueprint scripting to implement core gameplay mechanics such as player movement, aiming, shooting, and enemy AI behavior. Integrated user interface elements for health and scoring systems. Demonstrates strong problem-solving and iterative development skills through continuous project improvement and feature expansion.

GitHub Repository

WORK:

Carmine's Coal Fired Pizza   Jupiter, FL
Bar Back   *January 2023 - June 2023*
- Maintained a bar in a high-end restaurant by restocking 150+ wine bottles, washing dishes, preparing garnishes, and restocking supplies, serving 40+ guests at a time.
- Handled front-of-house operations, including greeting guests, processing takeout orders, and seating customers.
- Processed take-out orders for bar patrons, gaining hands-on experience in customer service and organizational skills.

Jumby Bay Island Grill   Jupiter, FL
Bar Back/Busser   *June 2021 - December 2022*
- Head Busser at a high-volume downtown bar and grill, responsible for maintaining cleanliness and efficiency for up to 400 guests per shift as well as training and supervising 10+ new employees.
- Assisted bartenders in a bar serving 30+ guests at a time by restocking inventory, preparing garnishes, and maintaining bar cleanliness during peak hours.

INTERESTS:

Hobbies: Game Development, Vocals (Choir, A Cappella), Visual Art, Music Production, Volleyball, Basketball