Timothy Kue

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Projects

Adventures of Red, *Unity, C#*   02/2024 – 05/2024

- Programmed C# scripts to implement core gameplay mechanics, including character movement and interactive elements like moving platform
- Designed and organized multiple scenes to enhance level structure and overall player experience
- Conducted thorough debugging and testing to ensure script reliability and smooth game functionality

I Will Survive, *Unity, C#*   02/2024 – 12/2024

- Reviewed, improved, and maintained C# scripts developed by team members to ensure code quality and consistency
- Led a team of 3 developers, managing timelines and coordinating tasks to keep the project on schedule
- Performed in-depth debugging and testing to minimize bugs and maintain smooth gameplay

GainZ Fitness App, *Swift, Xcode, Storyboard, Github*   02/2025 – 05/2025

- Led a team of 4 in developing a fitness app that tracks workouts, calories, and body mass to support user health goals
- Implemented key features including a daily reminder system, streak tracker, and progress tracking interface
- Designed and implemented the user interface, along with key features such as a daily reminder system, streak tracker, and progress tracking interface
- Used GitHub for version control and team collaboration throughout the development process

Skills

Languages	Technologies and Tools	DevOps and Processes
C#, C++, Python, HTML/CSS, Swift	*GitHub, Git, Visual Studios, Visual Studios Code, Unity, Unreal Engine 5, Bash, XCode*	*Agile, Scrum*

Education

California State University of Fullerton, *B.S in Computer Science*   08/2023 – 05/2025
Fullerton, CA

Santa Ana College, *Intersegmental General Education Transfer Certificate*   08/2021 – 06/2023
Santa Ana, CA