

Mya Thomas

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EDUCATION

Western Governors University

Bachelor of Science in Computer Science

Salt Lake City, UT

August 2022 - January 2024

Full Sail University

Bachelor of Science in Computer Animation

Winter Park, FL

September 2019 - February 2022

Macomb Community College

Associates in Media and Communication Arts

Warren, MI

August 2017 – May 2019

EXPERIENCE

SadLad Studios - C# Unity Developer | United States (Remote)

September 2024 - Present

- Designed and implemented audio systems and gameplay mechanics using C# scripts, enhancing user play experience.
- Participated in code reviews and provided constructive feedback to maintain code quality and best practices.
- Handled version control in Git and Sublime Merge
- Created technical documentation in Obsidian and Plane for quick access and reference by the team.
- Problem solved and troubleshooted compile errors, through debug logs, extensive testing, and bug reproduction.

Stand Up - Web Developer Intern | Melbourne, Australia (Remote)

February 2024 - July 2024

- Partnered with cross-functional teams to revamp website content and UX enhancements, achieving a 40% increase in user engagement, while coordinating stakeholder feedback to strengthen organizational messaging and elevate program visibility.
- Managed content management system, HTML, CSS, and Liquid for website maintenance, updates, and improvements.
- Added and implemented various metadata for search engine optimization, descriptions, and data organization.

BeeHive Properties - Administrative Support | Clinton Township, MI

December 2021 - September 2023

- Utilized Microsoft Excel to create and manage comprehensive business and maintenance invoices, enhancing overall financial processes through accurate and efficient documentation.
- Generated insightful recommendations for market research on over 100+ properties, contributing to strategic decision-making processes.
- Developed and implemented a Python-based house-hunting web scraper, to gather and organize housing information resulting in a 50% acceleration of market analysis and seamless access to pivotal property information.

PROJECTS

PrepMate Meal Planner - Developer | Personal Project

- Designed an interactive full-stack React Native application for meal planning, incorporating AI-assisted suggestions and recipe discovery.

Utilized Tools: Expo, React Native, Firebase, Edamam API, Dialogflow ES Google AI, Gi

SKILLS & CERTIFICATIONS

Programming: Python, JavaScript, HTML, CSS, SQL, C++, LUA

Tools & Frameworks: Git, OpenGL, REST API, Tailwind, Bootstrap, JQuery, React Native, Unity, MySQL, PostgreSQL

Software: Adobe Photoshop, Creative Cloud Suite, Blender, Zbrush, Autodesk Maya, Substance Painter, Unity, Aesprite

OS: MacOS, Windows, Linux

Certifications: [CodePath](#) Technical Interview Prep (June 2024 - October 2024), LE-1: Linux Essentials, LPI Linux Essentials

AFFILIATIONS & INTERESTS

Code Path | Community Member | Remote

June 2024 – Present

Volunteer | Grace Centers of Hope | Warren, MI

March 2022 – September 2022

Interests: Game Development, Content Creation, Crocheting, Traditional/Digital Arts