Mya Thomas

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EDUCATION

Western Governors University — Salt Lake City, UT
Bachelor of Science in Computer Science — **August 2022 - January 2024**

Full Sail University — Winter Park, FL
Bachelor of Science in Computer Animation — **September 2019 - February 2022**

Macomb Community College — Warren, MI
Associates in Media and Communication Arts — **August 2017 – May 2019**

EXPERIENCE

CodePath - Tech Fellow | United States (Remote) — **January 2025 - Present**
- Supported students in a virtual technical interview prep course by answering technical questions, providing guidance, and fostering a collaborative and engaging learning environment.
- Mentoring 4-12 students weekly in solving Python coding challenges
- Improving student understanding of core programming concepts and problem-solving strategies through clear visual examples.
- Increasing student coding efficiency by providing flexible debugging strategies

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 troubleshot 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.

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++, C#, LUA
Software: Blender, Zbrush, Autodesk Maya, Unity, Aesprite, Adobe Photoshop, Creative Cloud Suite
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