

# JUSTIN TO

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## EDUCATION

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### California State University, Long Beach

*Bachelor of Computer Science*

Aug 2019 – May 2024

*Long Beach, CA*

## EXPERIENCE

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### Lazy Dog Restaurant & Bar

*Food Runner/Take Out*

Jun 2021 – Present

*Cerritos, CA*

- Successfully managed large takeout orders for events, meeting tight deadlines and ensuring customer satisfaction
- Demonstrated ability to effectively communicate with the kitchen and staff, ensuring accurate order delivery

## PROJECTS

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### Valiant | A first person shooter game within Unreal Engine

Jul 2023 – Present

- Designed and developed an first person shooter game within Unreal Engine
- Utilized C++ and published on Steam

### Apocalypse Rising | A third person survival game within Unreal Engine

Mar 2024 – Present

- Designed and developed a third person survival game within Unreal Engine
- Utilized C++ and published on Steam

### Eternal Life | A top down action RPG game within Unreal Engine

Jun 2024 – Present

- Designed and developed a top down action RPG game within Unreal Engine using C++ and blueprints
- Published on Steam

### Apothecary Night | A first person horror game within Unity

Mar 2024 – Present

- Designed and developed a first person horror game within Unity
- Utilized C# and published on Steam

### Valoblox | A first person shooter game within Roblox Studio

Jun 2022 - Present

- Lead a team of 4 people to design and develop a first person shooter game within Roblox Studio
- Utilized Lua and published on Roblox

### Daydream | A productivity app within Android Studio

Jul 2023 – Present

- Designed, developed, and published a productivity app within Android Studio with a classmate
- Utilized Kotlin and published on Google Play

### Sentinel | A discord bot to manage discord servers

Jan 2023 – Present

- Designed, developed, and published a discord bot utilizing python, SQL, and hosted on AWS to easily manage any discord server using commands

### Utopia | An Instagram Clone built in React

Jun 2024 – Present

- Designed, developed, and published an Instagram Clone built in React utilizing HTML, CSS, JS, SQL

### Nexus | An Amazon Clone built in Next.js

Jun 2024 – Present

- Designed, developed, and published an Amazon Clone built in Next.js utilizing HTML, CSS, JS, SQL

### Auto Zone | A car buying website

Mar 2024 – Present

- Designed, developed, and published a car buying website built in Next.js utilizing HTML, CSS, JS, SQL in a team of 5

### Anti-Phishing Outlook Extension | An Outlook add-in extension

Feb 2023 – Dec 2023

- Designed and developed an Outlook add-in extension that enhances email security by detecting phishing emails
- Utilized Python, JS, HTML, CSS and a random forest algorithm to gather data from a public dataset of phishing emails in a team of 5

## SKILLS

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**Languages:** C/C++, C#, Java, Python, SQL, JavaScript, HTML/CSS, Lua, Kotlin

**Developer Tools:** Unity, Unreal Engine, Blender, Git, Github, Roblox Studio, Android Studio, AWS

**Libraries/Frameworks:** pandas, NumPy, Matplotlib, React, Node.js, Flask