

Tim Inthavong

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EDUCATION

Davenport University

BS, Computer Science, Specialty in Gaming and Simulation

December 2020

Grand Rapids, MI

PROFESSIONAL EXPERIENCE

Fort Miami Games

March 2020 –September 2020

Mobile Applications Developer/Lead Game Designer

Grand Rapids, MI

- Internship as mobile apps developer, but the role of lead game designer was bestowed.
- Worked on a mobile videogame prototype that would use augmented reality and online services for an online multiplayer experience.
- Started prototype in Unity, designed the core gameplay loop, planned UI/UX, and tested on Android devices.

TECHNICAL SKILLS

- **Programming Languages:** C#.NET; C++; JavaScript; SQL; Python
- **Development Tools:** .NET Framework; Unity; Unreal Engine; Blender; Visual Studio; Visual Studio Code

PROJECT EXPERIENCE

BugTracker, .NET, MVC, C#

August 2021

An issue tracker type webapp that allows development teams to track issues and tickets

- Can create, remove, update, delete “tickets” in the database
 - Can open/close tickets
- Authentication and security (Login)
- Responsive UI (Mobile and Web OK)
- Can add comments and notes to entries/attach screenshots

Notepile, .NET, MVC, C#, Database Access Object design

December 2020

Notebook type webapp that allows the user to write notes and then export as a text file.

- Can create, remove, update, delete text documents in the database
- Can export text document as a .text file
- Displays text notes in a readable web format
- Can add comments and notes to entries

“Causation”, Lead Developer, Weapons System, Cutscenes System

December 2020

Single player, 2D sides-scroller focused on cinematic action. Developed over the course of a semester.

- Version control; merging branches; Splitting branches; Sorting merge conflicts
- Implemented gameplay loop based on artists’ design and designer’s plan
- Developed a varied weapons system for different characters
- Developed a cutscene system using Unity’s timeline sequencer
- Animated characters using Unity’s animator and Aseprite