

# Tim Inthavong

[timainthavong@gmail.com](mailto:timainthavong@gmail.com) ❖ (616) 283-4465 ❖ [tim-portfolio-iota.vercel.app](https://tim-portfolio-iota.vercel.app)

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## EDUCATION

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### Davenport University

*BS, Computer Science, Specialty in Gaming and Simulation*

**December 2020**

*Grand Rapids, MI*

## TECHNICAL SKILLS

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- **Programming Languages:** C++; C#; Python; JavaScript
- **Development Tools:** Unreal Engine; Unity3D; Godot; Visual Studio; ASP.NET;
- **General:** Game Development; Game Design; 3D Modeling; Pixel Art; Blender

## PROJECT EXPERIENCE

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### “FreeFlow”, Gameplay Programmer, Game Designer, AI Programmer

**May 2023**

Single player, 3D action prototype. Marvel’s Spider-Man and Batman Arkham inspired

- Designed combat mechanics from scratch
- Developed the pattern and logic for the AI to use in game
- Implemented Materials in Unreal Engine to create visuals
- Created database with SQLite to store player data and score

### Toon Tanks, Solo Development

**February 2022**

Single player, top down 3D shooter

- Controller for the player and enemy actors using Unreal Engine
- Spawner that dynamically determine locations to summon enemy actors or healing components
- Timer system to measure player’s total playtime
- Custom, limited AI that chases and attacks player using range and distance

### “Causation”, Gameplay Developer, Weapons System, Cutscenes System

**December 2020**

Single player, 2D side-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

## PROFESSIONAL EXPERIENCE

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### Fort Miami Games

**March 2020 – September 2021**

*Mobile Applications Developer*

*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.