

Tim Inthavong

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EDUCATION

Davenport University

BS, Computer Science, Specialty in Gaming and Simulation

December 2020

Grand Rapids, MI

TECHNICAL SKILLS

- **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

Toon Tanks, Solo Development

February 2021

Single player, top down 3D shooter

- Controller for the player and enemy actors using Unreal Engine's "Game Features"
- 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

"Faceplant", Gameplay Programmer, Database, AI Programmer

April 2020

Single player, physics based 3D platformer prototype. Thesis project.

- Created 3D assets such as platforms and buildings
- Developed the pattern and logic for the AI to use in game
- Implemented shadergraph in Unity to create visuals
- Created database with SQLite to store player data and score

PROFESSIONAL EXPERIENCE

Fort Miami Games

March 2020 –September 2020

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.