Tim Inthavong

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EDUCATION

Davenport University **December 2020**
BS, Computer Science, Specialty in Gaming and Simulation *Grand Rapids, MI*

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.

TECHNICAL SKILLS

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

PROJECT EXPERIENCE

Fantasy Park, Solo Development **February 2021**
Single player prototype first person shooter (FPS) sandbox style game

- Implemented first person controller with modern feel
- Created a prototype sandbox environment
- Used various solutions to create a snappy UI system
- Created AI enemies that the player must fight against

"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