Tim Inthavong

timainthavong@gmail.com ❖ (616) 283-4465 ❖ Holland, MI ❖https://tinthavong.github.io/

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/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; JavaScript; SQL; Python; C++; Java
- ***Development Tools:*** Unity; Unreal Engine; Blender; Visual Studio; Visual Studio Code
- ***General:*** Game Development; Game Design; 3D Modeling; Pixel Art

PROJECT EXPERIENCE

"Causation", Lead Developer, Weapons System, Cutscenes System **November 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 character's using Unity's animator and Aseprite

Project Pathfinder **March 2021**
An interactive pathfinding simulation using the A* search algorithm and a blur algorithm.

- Exercised implementing an A* search algorithm in Unity
- Created brush features to allow users to "paint" tiles with varying weights
- Created a core application loop that allows the user to constantly play with pathfinding and weight paints
- Used design principles that would allow extensions of more pathfinding algorithms

"Faceplant", Gameplay Programmer, Database, AI Programmer **February 2020**
Single player, physics based 3D platformer. Thesis project.

- Created 3D assets such as platforms and buildings
- Developed the pattern and logic for the AI to use in game
- Developed gameplay loop to be more physics based, refined it post schooling
- Implemented shadergraph in Unity to create visuals
- Created database with SQLite to store player data and score