

Tommy May

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Education

Bachelor of Technology in Computer Systems

British Columbia Institute of Technology

September 2022 – May 2024

Computer Systems Technology Diploma

British Columbia Institute of Technology

January 2019 – May 2021

Projects

Boxy Boys | Online Multiplayer Unity Game

December 2023 – April 2024

- Developed an up to 4-player online multiplayer game Based on communicating with NPCs and collecting points using the Unity Netcode for GameObjects networking library.
- Utilized Inworld AI's character engine to create NPCs the players can interact with to solve puzzles
- Made a final report documenting all the development, testing, and technical details of the project.
- Technologies Used: Unity, Visual Studio, C#, Inworld AI, GitHub, Trello

Mini Miner Men | Multiplayer Unity Game

September 2022 – December 2022

- Created a 4-player local multiplayer party game based on mining ore, collecting gold, and dodging hazards in a small arena. Done in Unity with a team of 5 students
- Worked on making a prototype, alpha, beta, and release build with strict deadlines to reach.
- Conducted multiple playtests with various testers to get and implement feedback into our game.
- Technologies Used: Unity, Visual Studio, C#, GitHub, Trello

Project Treehouse | Mobile Website

April 2019 – May 2019

- Made a mobile-friendly website with 4 students for volunteers to shelter homeless youth temporarily
- Created a query menu to search for volunteers with the ability to sort by multiple criteria such as location, pets, and family members with all data stored and retrieved from Firebase
- Followed the agile process over 5 weeks doing 2-3-day sprints
- Technologies Used: HTML, JavaScript, CSS, Bootstrap, GitHub, Trello, firebase

Experience

Software Development Co-op | Reva Solutions

January 2020 – May 2020

- Worked effectively with a team to assist in creating programs to read and analyze digitized content
- Helped write Java scripts for these programs to read and find information from multiple documents of a similar style
- Experience working remotely for half of the co-op term

Skills

Languages: C#, Python, C++, Java, SQL, HTML, CSS, JavaScript

Development Tools: Unity, Git/GitHub, Firebase, Trello, Visual Studio, PyCharm

Other: Experience creating projects with the Agile methodology, working effectively with team members, and Great at taking initiative in completing tasks