

Thien Hoang

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Objective

Enthusiastic computer science student with experience in game development and IT support, seeking to apply my skills in C++ and C# to contribute to innovative projects and advance my career in game programming.

Education

Bachelor of Science in Computer Science, Concentration: Game Programming

May 2025

Texas A&M University-Corpus Christi

Relevant Courses: Data Structures, Computer Architecture, Software Engineering, Game Programming

Relevant Skills

Languages: C++, C#, C, Java

Engines: Unity, Unreal Engine

Tools: Microsoft Word, Excel, PowerPoint, Power BI

Projects

Spotify Song Guesser, Web Application Development (C#)

Aug. 2024 – Dec. 2024

- Developed an interactive web-based game using the Spotify API, where users guess songs based on short audio clips.
- Implemented core features such as score tracking, song guessing mechanics, and user profiles to enhance engagement.
- Designed and developed the front-end with a Spotify-inspired UI, integrating JavaScript, HTML, and CSS.

Round-based Zombie Game, Game Programming (C#)

Jan. 2024 – May. 2024

- Developed shooting mechanics for a round-based zombie game in Unity, implementing shooting mechanic, along with gun models, animations (shooting, idle, reload), and visual effects (muzzle flash, smoke, bullet holes), ensuring smooth transitions between all elements.
- Implemented key gameplay features such as weapon switching, reloading, item pickups (ammo and med kits), and created a UI displaying the current gun, magazine count, ammo reserves, and a health bar.

Stockpile (Collector Website), Software Engineering

Jan. 2024 – May. 2024

- Collaborated with a group of 6 to develop a web application integrated with the eBay API, enabling users to create personalized collections with a name, image, and description.
- Implemented a search functionality within collections, allowing users to add items directly and have details like name, description, condition, and price automatically populated.

Resume Builder, Object-Oriented Programming (Java)

Aug. 2023 – Dec. 2023

- Collaborated with other 3 coders to develop a resume builder application that allows users to input data fields for a formatted resume and export into PDF.
- Was in charge of some documentations, also worked on the PDF-exporting functionality to ensure users can save/edit the resume; helped fixing the create account & login functionality.

Experiences

Lead Technical Assistant | Aug. 2023 – Present

Student Success Data & Technology, Texas A&M University-Corpus Christi

- Provided IT support, troubleshooting hardware, software, and network issues, and assisting with system installations and updates.
- Maintained technical equipment inventory, system records, and ensured data security and confidentiality.
- In the lead role, trained new hires, delegated tasks, and oversaw their progress to ensure efficient handling of assigned duties.

Game Reviewer | Jan. 2022 – Aug. 2023

mxdown.com

- Play and critically evaluate assigned games, analyzing gameplay, graphics, story, and overall user experience.
- Write comprehensive reviews, offering insights and recommendations for readers, while adhering to editorial guidelines and deadlines.

Game Playtester | Jan. 2022 – Apr. 2022

Anthos Capital

- Tested various games based on interest, focusing on gameplay mechanics, user interface, and overall player experience.
- Provided detailed feedback on bugs, functionality, and balance, contributing to the refinement and improvement of game features.

Achievements & Awards

Dean's List

Student Employee of the Year Nominee

Spring 2025

Apr. 2024