

# Tony Zhang

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## Education

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**College:** University of Arizona

Aug 2021 - Present

**Major:** Computer Science

Aug 2021 - Present

**Minor:** Game Development

Aug 2022 - Present

**GPA:** 3.4 / 4.0

**Expected Graduation:** Spring 2025 / May 2025

### Relevant Courses:

- **Completed:** Intro to Computer Programming I & II, Discrete Mathematics I & II, Software Development, Object-Oriented Programming, Introduction to Game Design and Development, Game Development I, Analysis of Discrete Structures, Systems Programming & Unix, Human-Computer Interaction, Game Development II

## Projects

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### Boggle

January 2023 - February 2023

- Created the Boggle word game in Java using JavaFX for user interface

### Wordle

April 2023 - May 2023

- Mimicked the online word game Wordle with a group of classmates.
  - Used Agile Development Cycle to keep track of progress and JavaFX for user interface

### Tic Tac Toe

February 2023

- Developed a simple single player TicTacToe game in Java with user interface using JavaFX

### Rusty Rails

Aug 2023 - Oct 2023

- A 2D game that is currently being developed by a group of myself and classmates using Unity and C# in order to create a 2D game with interactions given the agency of time.
- Download Link: [Here](#)

### AlcheMix

Oct 2023 - Dec 2023

- A 3D game that is currently being developed by a group of myself and classmates using Unity and C# in order to create a 3D game.
- Download Link: [Here](#)

## Technical Skills

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**Programming Languages:** Java, Python, C#, C, Twine/Twee, HTML, CSS

**Other Skills:** Agile Development Cycle

**Other Technologies:** Git, Unity, Bash