Anthony Moon

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EDUCATION

Bachelor of Science, Computer Science, Minor in Business Administration   Graduation: May 2024

Chapman University - Orange, CA

- *Notable Coursework:* Web Engineering, Data Structures and Algorithms, Database Management, Python, Java, Visual Programming, Operating Systems, Algorithm Analysis, Data Communication/Computer Networks, Artificial Intelligence

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

Technical Skills: Git/Github, Unity, Visual Studio Code, Flask, Figma, Adobe Photoshop

Languages: English (fluent), Korean (proficient)

PROJECTS

Card Matcher Game   September 2024

- Developed a memorization card matching game using JavaScript, which randomizes pairs of cards the user must match under a time limit.
- Implemented a leaderboard that stores the username and top three fastest scores using local storage.
- Worked with a partner on code design and implementation and used Git/GitHub for source control.

Portfolio Website   August 2024

- Created a portfolio website using HTML, CSS, and Javascript to showcase live demonstrations of my projects and access to the source code.
- Focused on the front end and layout of the website, using tools such as Figma to ensure a creative and visually appealing portfolio.
- Implemented CSS media queries, ensuring responsiveness across desktop, tablet, and mobile devices to enhance user experience.

Unity Pixel Game   August 2023 - December 2023

- Developed and designed a Unity Game using C# to exhibit the unique characteristics of my home, Guam, through a 2D-pixel art game.
- Designed custom game sprites and animations through Adobe Photoshop to represent architectural landmarks and characters, ensuring visual appeal and authenticity.

Full Stack Learning Management Website   August 2023

- Developed a website using HTML, CSS, JavaScript, BootStrap, and Flask to create a Learning Management System (LMS).
- Implemented SQLAlchemy for database management, offering secure user authentication with two different account types, a personalized class homepage, and a personalized profile page.
- Collaborated with the principal of a middle school to ensure the management system met administrative and educational needs.

University Student-Faculty Database   November 2022 - December 2022

- Developed a university database using a Binary Search Tree data structure in C++ capable of storing 10,000+ entries of students and faculty.
- Implemented features using BST operations such as insertion, deletion, and searches to enhance performance and data handling.
- Optimized user interaction with a command-line interface, providing immediate feedback for effective guidance and reliability.

NON-TECHNICAL EXPERIENCE

Real Estate Intern (National Realty)   June - July 2021

- Organized 12 showings, utilizing strong communication and organizational skills for a seamless experience for the agent and client.
- Coordinated a marketing strategy using Facebook and Instagram advertisements, ensuring optimal lead generation and growing the Instagram account by 1500+ followers with 12 successful leads in 3 weeks.

UNIVERSITY INVOLVEMENT

Chapman University Men's Soccer Team (August 2020 - May 2023)
- Demonstrated strong teamwork and leadership as a dedicated member, committing 20 hours weekly to contribute to the team's success through effective communication and collaborative efforts.