Sammy Luong

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EDUCATION

California State University, Fullerton   Fullerton, CA
Bachelor of Computer Science   May 2025
Cumulative GPA: 3.75

PROJECTS

"MtxTracker" Game Expense Tracker | Link   May 2025 - June 2025
- Developed a full-stack web app for tracking in-game purchases and gaming-related subscriptions.
- Implemented microtransaction logging with game categorization and price tracking.
- Integrated data visualizations to display spending trends and breakdowns per game/platform.
- Used MERN stack (MongoDB, Express, React, Node.js), OAuth with Google for authentication, and deployed using Vercel (frontend) and Render (backend).

"Dreamlocked" 3D Multiplayer Horror Game| Link   Jan 2025 - May 2025
- Managed and led a 4-person development team to build a co-op horror game in Unity.
- Implemented multiplayer functionality with Steam integration, including lobby systems using Unity Netcode for Gameobjects (NGO) and Steamworks.
- Oversaw project planning, milestone setting, and team coordination, ensuring clear communication and on-time delivery.
- Facilitated Agile development using a Kanban workflow to track progress and maintain steady iteration.

"Profile Page Web App" Full-Stack User Profile Manager | Link   March 2025 - May 2025
- Built a full-stack user profile system using React, Node.js, Express, and MongoDB, with JWT-based authentication.
- Enabled user registration with profile picture upload and persistent data storage via MongoDB Atlas.
- Designed and deployed both client and server using Vercel and Render, with environment-based configuration support.

"Pro Angler" 2D Fishing Game | Github Repo | Play   Feb 2024 - May 2024
- Managed and led a 3-person development team to build a 2D fishing game using Unity.
- Utilized C# for scripting game logic, handling player inputs, managing game states, and state machines for enemies.
- Maintained a modular coding architecture using an event-driven architecture to minimize dependencies.

WORK EXPERIENCE

Free to Use Music

Music Producer   March 2024 - Present
- Produced and composed original, high-quality royalty-free music for a variety of media applications, including YouTube videos, music stores such as Spotify, and indie game projects.
- Achieved over 1 million listens/downloads across various platforms, demonstrating significant reach and popularity of the produced music.

SKILLS

Programming languages:
- Proficient: Java, C++, C#, javascript, HTML, CSS, python
- Familiar: SQL, typescript,

Tools/Frameworks: React, Express, Node.js, MongoDB, Flask, Unity Engine, Git, Visual Studio Code