Sammy Luong

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EDUCATION

California State University, Fullerton   Fullerton, CA
Bachelor of Computer Science   Expected May 2025
Cumulative GPA: 3.7
Relevant Coursework:
Software Engineering, File Structures and Database Systems, Algorithm Engineering

PROJECTS

"Pro Angler" 2D Fishing game | Github Repo | Play   Feb 2024 - May 2024
- Developed a 2D fishing game using Unity, in a 3-person team, showcasing expertise in game design and development.
- Utilized C# for scripting game logic, handling player inputs, managing game states, and state machines for enemies.
- Maintained a modular coding architecture using event-driven architecture to minimize dependencies.
- Collaborated with team members using version control systems like Git, ensuring a smooth development workflow and effective project management.

Compiler Project | Github Repo   Feb 2023 - May 2023
- Developed a compiler for a custom programming language in a 3-person team using Java.
- Implemented an assembly code generator that can generate assembly code that accurately represents the source code.
- Demonstrated strong knowledge of compiler design principles, including parsing, semantic analysis, and state machines.

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#
- Familiar: HTML, CSS, javascript, python, SQL, typescript

Tools/Frameworks: Unity Engine, Git, Visual Studio Code