

## Sammy Luong

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### EDUCATION

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California State University, Fullerton  
Bachelor of Computer Science  
Cumulative GPA: 3.7

Fullerton, CA  
May 2025

### PROJECTS

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**"MtxTracker" Game Expense Tracker** | [Github Repo](#) | [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** | [Github Repo](#) Jan 2025 - May 2025

- Designed and developed a co-op horror game in Unity in a 4-person team featuring procedurally generated levels.
- Implemented multiplayer functionality with Steam integration, including lobby systems using Unity Netcode for Gameobjects (NGO) and Steamworks.
- Created AI-driven monster behavior using finite state machines and A\* pathfinding to dynamically respond to player actions.
- Collaborated in an Agile environment using a Kanban workflow to manage tasks, track sprint progress, and deliver iterative builds.

**"Profile Page Web App" Full-Stack User Profile Manager** | [Github Repo](#) | [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

- Developed a 2D fishing game using Unity, in a 3-person team, featuring dynamic fish AI, a day-night cycle, and a system with upgradeable gear.
- 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

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#### 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

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#### 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