KELLY THAO

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SKILLS

Programming/Scripting Languages: (Proficient) HTML, CSS | (Familiar) C# | (Beginner) JavaScript

Frameworks & Tools: Git, GitHub, Unity, Mockitt, React

Soft Skills: Project Management, Team Collaboration, Communication, Problem-Solving, Interpersonal Skills

EDUCATION

University Of South Carolina, Columbia, SC   *August 2022 – Current*
Bachelor of Science in Computer Information Systems
Minors: Business Information Systems, Media Arts

York Technical College, Rock Hill, SC   *August 2020 – May 2022*
Associate in Arts (A.A.)

EXPERIENCES

University Of South Carolina, Columbia, SC   *August 2022 – Current*
Fostering Felines Organization:
- We collaborate with local organizations to help raise funds for the animals in shelters.

York Comprehensive Highschool, York, SC   *August 2018 – May 2019*
Drum Major:
- 1 year experience in conducting and keeping tempo during practices and competition.
- Assisted in training and teaching techniques to 150+ members of the band.
- Lead stretching exercises and organized new student orientation.

Drum Major Academy, Charlotte, NC   *July 2018*
Attendee:
- Attended UNC's Drum Major Academy for training in marching, conducting, and leadership skills.
- I learned how to give and receive constructive feedback from group members.

PROJECTS

Capstone Project (CSCE490, CSCE492)   *Fall 2024 – Spring 2025*
Dare Divers (2025):
- A major team-based project design project where we developed a 2D multiplayer survival game in C# using Unity, inspired by Lethal Company. Players embark on deep-sea expeditions to collect artifacts while surviving against hostile sea creatures and managing oxygen levels. Led project management efforts using GitHub for version control, milestone tracking, and team collaboration. Designed core gameplay mechanics, enemy AI, and environmental hazards while also contributing to UI/UX design and documentation.

Web Applications (CSCE 242)   *Spring 2025*
Full-Stack Web Application:
- Developed a responsive website using HTML, CSS, and JavaScript. Implemented interactive front-end features with React and built a server-side backend using Node.js. Integrated MongoDB for data storage and utilized Git/GitHub for version control.

Video Game Design (MART581D)   *Fall 2024*
The Flightless Journey (2024):
- Designed a narrative-driven game as a solo project, blending story and gameplay in a 2.5D platformer about a pigeon with an injured wing navigating city rooftops. Created a 20-page Game Design Document outlining the game's mechanics, narrative, and technical aspects. Developed a core mechanic demo and applied iterative design principles, refining the gameplay based on feedback from a mid-semester critique. The game was uploaded to itch.io for playtesting and feedback.