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| TOAN PHAM | | | |
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|  | About Me |  |
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| I am a senior studying Computer Science at Cal Poly, San Luis Obispo and I am going to graduate in Fall 2020 quarter. I want to get an internship opportunity to familiarize myself with the industry. I am always open to learn new technologies and face challenges. My current interests include mobile/game development, artificial intelligence. | | | |
| EDUCATION — | Projects |  |
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| **Cal Poly, San Luis Obispo**  B.S. Computer Science  2017 – 2020 (expected)  - International Student  - Interactive Entertainment Concentration | **Phase Runner – NiftyHex Games**  A 2D, sci-fi, combat focused, procedurally generated, endless runner game. The main mechanic is a temporary “slow motion” power that allows the player to shoot down enemies and incoming obstacles. Developed using Unity, in C#.  Role: Main dev, Animation  **Snow Day – Toan Pham**  A computer-generated scene of a hierarchical humanoid model fleeing wolves in snow. Camera controlled by Bezier curve. Created using OpenGL.  **Arduino Robot – Toan Pham**  Obstacle avoiding, remote controlled through Bluetooth. Using Arduino as the developing platform. | |
| KEY SKILLS — | Extracurricular Activities |  |
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| - Tools: Github, Unity, Travis CI, Android Studio, Xcode  - Programming Language: C++, C, C#, Python, Java, Racket | - Mentor at Mentor Collective – Cal Poly, SLO (2018 – present)  - Cal Poly App Dev Club  - Global Game Jam at iFixit  - Band member - guitarist at Vietnamese Alliance Church, Sacramento (2014-2017)  - Volunteer at Kaiser Permanente’s Neighbor in Health Fair | |