TIN YU KWONG

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EDUCATION

Michigan State University Honors College - GPA: 3.988　　　　　　　　**Sep. 2024 – May 2028**
Bachelor of Science in Computer Science　　　　　　　　　　　　　　*East Lansing, MI*

RELEVANT COURSEWORK

- Algorithms and Data Structures
- Honors Linear Algebra
- Discrete Structures
- Multivariable Calculus
- Introduction to Programming II
- Computer Organization and Architecture

EXPERIENCE

Michigan State University　　　　　　　　　　　　　　**August 2025 – December 2025**
Student Food Service Assistant　　　　　　　　　　　　　　*East Lansing, MI*

- Supported daily dining operations during peak hours, serving guests efficiently while maintaining a respectful, professional tone.
- Followed food safety and sanitation procedures (cleaning, station reset, proper handling) to meet operational standards.
- Worked closely with supervisors and teammates to coordinate tasks, cover breaks, and keep service flowing smoothly.

- Handled routine closing/opening tasks (restocking, cleaning checklists, equipment wipe-down) with attention to detail.

PROJECTS

To-Do List App | *Godot, Gdscripts, Github, Aseprite,JSON*　　　　　　　　**December 2025**

- Designed a task data model (importance/urgency/energy/time) and implemented ranking logic to recommend what to do next.
- Built UI for task creation/editing and implemented save/load using JSON persistence.
- Debugged and iterated based on edge cases (empty data, time calculations, invalid inputs) and documented usage in README.

FFFight (Godot, GDScript) | *Godot, Gdscripts, Github, Aseprite,JSON*　　　　　　**January 2026**

- Itch: redmaker007.itch.io/fffight
- Built a playable combat prototype with 5 playable characters and 4 hex/debuff effects, using a modular active-effect + stat modifier system.
- Implemented a Game Manager + state machine architecture (pre-play, spawn, movement/attack states) to keep gameplay flow clean and extensible.
- Developed reusable gameplay systems including unit/enemy spawners, minion management, and a money/economy system for progression and balancing.
- Designed interactive UI components (spawn buttons, hex selection UI, signal-driven input) and iterated through debugging and playtesting.
- Created and integrated 13 original drawings/assets, maintaining the project with frequent updates and clear documentation.

Shuttle Table (Godot Prototype) | *Godot, Gdscripts, Github, Aseprite,JSON*　　　　　　**January 2026**

- https://redmaker007.itch.io/schuttle-table
- Built a small, fast-iteration prototype focused on core mechanics and clear game loop; packaged and shipped a playable build.

TECHNICAL SKILLS

Languages: GDScript, Python, C++, C#
Concepts: OOP, state machines, event/signal-based architecture, debugging, data persistence (JSON)
Design/Art: Aseprite (2D pixel art), FireAlpaca (digital art)

LEADERSHIP / EXTRACURRICULAR

Chinese Students & Scholars Association (CSSA), MSU　　　　　　　　**Fall 2024 – Present**
Event Coordinator　　　　　　　　　　　　　　　　　　*Michigan State University*

- Supported event planning and on-site operations; coordinated communication and task assignments with the team.