

Tommy Moua

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[Portfolio - www.tommymoua.com](http://www.tommymoua.com)

Summary

A backend programmer with a strong foundation in C# and Unity. Experienced working in a small independent team developing a project from concept to release, successfully launching a game on Windows for the Steam platform. Looking to apply and improve technical skills in a professional software development environment.

Education

Metropolitan State University

- Bachelor of Science in Computer Science

St. Paul, MN

Graduated May 2022

Technical Skills

- **Programming Languages**
 - Proficient: C#
 - Familiar: Python, Java, Javascript, HTML, CSS
- **Technologies:** Unity, .NET, Visual Studio, Django, SQL Server, Postgresql, Linux, SSH, WPF, WinForms, Web/REST API, Git, GitHub, JSON

Projects

Web Projects

- **Portfolio Website - Python, Django, Javascript, Postgresql** **September 5, 2024**
 - Developed and deployed a portfolio website using Python and Django, with a PostgreSQL database, self-hosted on a local machine running Ubuntu Server.
- **Ecommerce Website - Python, Django, Javascript, Postgresql** **September 23, 2024**
 - Developed and deployed a mock ecommerce website using Django and PostgreSQL. Self-hosted using a local machine running Ubuntu Server.
- **Jeopardy API - C#, Postgresql, JSON** **September 13, 2025**
 - Developed and deployed an API for a Jeopardy-like game on a self-hosted Ubuntu server, allowing game creation and play through remote access.

Game Projects

- **Tanks Multiplayer - Unity, C#, Unity Gaming Services** **November 20, 2024**
 - Implemented online multiplayer into an arcade-like tanks game using Unity Netcode for GameObjects and their multiplayer APIs with Unity Gaming Services.
- **Space Cheese Defenders - Unity, C#** **Released February 22, 2024**
 - Developed and released a tower defense/real time strategy (RTS) game on Steam.
 - Led gameplay programming, including ship controls, AI, UI, and Steam integration.
- **Unity Game Mechanics Test Project - Unity, C#** **October 2023**
 - Recreated game mechanics, including inventory, items, stats, status effects, saving/loading data and more focusing on tools that support a plug and play workflow in Unity's editor.