Tommy Moua

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Portfolio - www.tommymoua.com

Summary

An aspiring programmer with a strong foundation in C# and Unity looking to enter the software industry. Experienced working on a small independent team developing a project from concept to completion with a released game for Windows on the Steam platform. Eager to improve and expand my knowledge and skills in new technologies.

Education

Metropolitan State University   **St. Paul, MN**

- Bachelor of Science in Computer Science   Graduated May 2022

Technical Skills

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

Projects

- **Portfolio Website - Python, Django, Javascript, Postgresql, HTML, CSS**
  - Developed and deployed a portfolio website using python, django javascript and postgresql on a self-hosted Ubuntu Server machine.
- **Ghost & Goblin - Unity, C#**   **August 7, 2024**
  - Developed a game in 2 weeks as a team of 2 for the Pirate Software Game Jam.
  - Worked on the main puzzle interactions for the player and the goblin.
- **Space Cheese Defenders - Unity, C#**   **Released February 22, 2024**
  - Developed and released a tower defense/real time strategy (RTS) game for Windows on Steam (a continuation of development on Starlock Defense, a Ludum Dare 54 game).
  - Worked as the main programmer building gameplay features for controlling player ships, enemies and spawning, UI, basic steam integration and more.
- **Carrie's Diner - Unity, C#**   **May 1st, 2023**
  - Developed a game in 72 hours as a team of 2 for Ludum Dare 53.
  - Worked as the main programmer writing AI and interaction for the player and NPCs.
- **Untitled Forest Game - Unity, C#**   **April 10th, 2023**
  - Developed a game in 48 hours as a team of 2 for the Ryan Laley Games Spring Jam
  - Worked as the main programmer creating the player controller and its interactions with the environment and hazards.
- **Unity Game Mechanics Test Project - Unity, C#**   **October 2023**
  - Recreation of existing game mechanics/systems which consists of features such as inventory, items, stats, status effects, UI interactions, saving/loading data and more with a focus on systems/tools that allow for a plug and play workflow in the editor.