

Tommy Moua

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

Summary

An aspiring programmer with a strong foundation in C# and Unity looking to enter the software industry. Experienced in full-cycle game development from concept to release. Successfully contributed to the launch of a game on the Steam platform as part of an independent team. 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:** .NET/.NET Core, Visual Studio, Unity, Linux(Ubuntu Server), WinForms, Web API, REST API, SQL Server, Git, GitHub, JSON, SSH

Projects

- **Portfolio Website - Python, Django, Javascript, Postgresql**
 - Developed and deployed a portfolio website using Python and Django, with a PostgreSQL database, hosted on a self-managed Ubuntu Server.
- **Ghost & Goblin - Unity, C#** **August 7, 2024**
 - Collaborated as part of a two-person team to develop a game within 2 weeks for the Pirate Software Game Jam.
 - Focused on implementing puzzle interactions between the player and goblin character.
- **Space Cheese Defenders - Unity, C#** **Released February 22, 2024**
 - Developed and released a tower defense/real time strategy (RTS) game on Steam, continuing development from the original Ludum Dare 54 game (*Starlock Defense*).
 - Led gameplay programming, including player ship controls, enemy AI, spawning mechanics, UI, and basic Steam integration.
- **Carrie's Diner - Unity, C#** **May 1st, 2023**
 - Developed a game in 72 hours as a team of 2 for Ludum Dare 53.
 - Implemented AI behavior and player-NPC interactions as the lead programmer.
- **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
 - Created player controls and environmental hazard interactions as the main programmer.
- **Unity Game Mechanics Test Project - Unity, C#** **October 2023**
 - Recreated various game mechanics/systems, including inventory, item management, stats, status effects, UI interactions, saving/loading data and more with a focus on systems/tools that support a plug and play workflow in Unity's editor.