Treasure Uzondu

Columbia, SC

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EDUCATION

Midlands Technical College | *Gamecock Gateway*   **Columbia, SC**
August 2024 - May 2025

- **GPA:** 4.0
- **Awards:** Named to the President's List in Recognition of Achieving a 4.0 grade point avg.

University of South Carolina | *Molinaroli CEC*   **Columbia, SC**
Bachelor of Science in Computer Science   *August 2025 - Present*

- **Coursework**: Data Structures & Algorithms, Discrete Structures, Software Engineering

EXPERIENCE

Game Developer (Backend & Frontend) | *Escape Room Project*   **Columbia, SC**
University of South Carolina   *August 2025 - December 2025*

- Built backend features for the escape-room game by developing the Account and AccountManager systems, handling login logic, authentication attributes, and loading user data through JSON-based data management.
- Contributed to backend infrastructure by refining parts of the DataLoader and integrating it with game systems, ensuring consistent data flow and reliable account persistence.
- Developed the interactive intro scene on the frontend, designing the beaver-farm opening sequence and implementing player interaction elements that set up the game's narrative.

Design Patterns | *CSCE 247 - Software Engineering*   **Columbia, SC**
University of South Carolina   *August 2025 - December 2025*

- Designed and built software with clean, modular architecture, using Decorator to expand features without modifying core code and Singleton to manage shared resources through controlled global access.
- Strengthened program behavior using State to handle transitions between application modes smoothly and maintain consistent logic as conditions change.
- Improved data flow with Iterator to keep data access and traversal consistent across different structures while reducing complexity in how collections are handled.

Peer Tutoring | *CSCE 146, CSCE 247*   **Columbia, SC**
University of South Carolina   *August 2024 - December 2025*

- Held one-on-one study sessions with classmates, tailoring explanations to their level of understanding and helping them succeed in their assignments.
- Provided an extremely comfortable environment for questions to be asked and quick yet confident responses to be returned.
- Guided peers through academic problems, consistently exceeding expectations, which led to receiving financial compensation.

SKILLS

- Programming Languages: C#, Java, and Python, Lua.
- Version Controls: Git and GitHub.
- Game Engines: Unity, Roblox Studio, Scratch.
- Soft Skills: Collaboration, Time Management, Problem Solving, Initiative.