Tony Tan

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EDUCATION

California State University, Sacramento (Planned Transfer) Expected Fall 2025
Bachelor of Science in Computer Science (In Progress) *Sacramento, CA*

American River College June 2023 – May 2025
Associate of Science in Computer Science; GPA: 3.8 *Sacramento, CA*

Relevant Coursework: Object-Oriented Programming, Algorithmic Design, Basic Data Structures, Structured Programming, Computer Architecture

Planned: Discrete Math, Advanced Data Structures and Algorithms

SKILLS

Languages: Python, C++, C#, JavaScript, HTML, CSS, SQL
Frameworks/Libraries: React, Node.js, .NET, Flask, Bootstrap
Databases/Tools: MongoDB, SQL Server, Azure, Git, Unity, Google App Script, VS Code

EXPERIENCE

Design Hub Intern Jan. 2024 – Present
American River College *Sacramento, CA*

- Built a file-management system using Google App Script to streamline document tracking.
- Created a Google Spreadsheet database to organize and manage user data.
- Developed a custom web server enabling file uploads, user data input, and real-time entry retrieval through a dynamic GUI.
- Designed an API to convert spreadsheet data into structured JSON.
- Created a tool for users to submit Google Sheets and view project timelines via Gantt charts generated from the structured JSON data.
- Digitized a 14-page paper form into a .NET/SQL-based web system with full CRUD functionality across 100+ input fields.
- Implemented role-based access with user authentication to separate counselor and student interfaces.
- Built a counselor-specific GUI with extended permissions for reviewing and editing submitted student data.
- Met with clients to gather requirements and refine features.
- Collaborated with senior developers and peers to debug and improve code.
- Presented weekly updates to the Design Hub and IT teams.

PROJECTS

Fabled Descent | *Unity, C#, Mirror Networking* Dec. 2024 – Present

- Designing a cooperative survival game featuring specialized enemy AI, each with unique behaviors and path-finding.
- Integrating multiplayer functionality using Mirror Networking, a Unity framework, to synchronize enemy and player actions, including movement and attacks.
- Developing an algorithm to procedurally generate maps with unique sizes, shapes, and structures.
- Integrating the procedural map generation with Unity's AI navigation system library to enable effective enemy navigation within the generated world.

Rice & Noodle | *HTML, CSS, React, Node.js, Firebase, Bootstrap* Nov. 2024 – Present

- Created a restaurant website for a small family business, featuring a scalable database to manage a menu of around 50 food items.
- Developed a search filter to sort and find food items quickly.

Portfolio Website | *HTML, CSS, JavaScript, Bootstrap* Mar. 2025 – Apr. 2025

- Designed and developed a personal portfolio website showcasing skills and projects.
- Ensured responsive design and cross-browser compatibility for an optimal user experience.