

Tony Tan

916-715-4551 | tonytan815@gmail.com | linkedin.com/in/tonytan-dev/

ttan815.github.io | github.com/ttan815

EDUCATION

American River College

June 2023 – May 2025

Bachelor of Science in Computer Science; GPA 3.8

Sacramento, CA

Completed Coursework: Object-Oriented Programming, Algorithmic Design and Problem Solving, Basic Data Structures, Structured Programming, Computer Architecture

Planned Coursework: Discrete Math, Advanced Data Structures and Algorithms

SKILLS

Technical Languages: Python, C++, C#, JavaScript, HTML, CSS, Google App Script

Frameworks/Libraries: Bootstrap, Flask, Microsoft .NET, React, SQLAlchemy

Technologies: Node.js, MongoDB

Developer Tools: Unity, Azure, Git, GitHub, Visual Studio Code, Visual Studio, PyCharm

EXPERIENCE

Design Hub Intern

Jan. 2024 – Present

American River College

- Developed a file-management system using Google App Script.
- Designed and implemented a database using Google Spreadsheet and Scripts to store and manage user data.
- Built a web server in Google App Script, enabling users to dynamically add files, assign information via a user-friendly GUI, and categorize data for future querying based on specified criteria.
- Created a website enabling Design Hub users to input Google Spreadsheet links for project schedules.
- Designed and integrated a customized Google App Script API to convert spreadsheets into structured JSON files.
- Leveraged Google App Script's Gantt Chart framework by integrating JSON data for visual project tracking.
- Developing a form using the Microsoft Stack (.NET, SQL) to provide a user-friendly interface for students with disabilities to easily submit information.
- Adding features such as user authentication, form data saving, and retrieval from an SQL database to enable users to access and continue from where they left off.

PROJECTS

Fabled Descent | *Unity, C#, Mirror Networking*

Dec. 2024 – Present

- Designed a cooperative survival game featuring specialized enemy AI, each with unique behaviors and pathfinding.
- Integrated multiplayer functionality using Mirror Networking, a Unity framework, to synchronize enemy movement, player actions, including movement and attacks, as well as dynamically updating the GUI (scoreboard) for all players across the server.
- Developed an algorithm to procedurally generate maps with unique sizes, shapes, and structures.
- Integrated 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, MongoDB, Bootstrap*

Nov. 2024 – Dec. 2024

- Created a restaurant website for a small family business, featuring a scalable database to manage a menu of 20+ food items.
- Created a responsive website that will adapt to any device size.

Portfolio Website | *HTML, CSS, Javascript, Bootstrap*

Nov. 2024 – Dec. 2024

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