

# Tony Tan

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## EDUCATION

### American River College

*Bachelor of Science in Computer Science; GPA 3.8*

June 2023 – May 2025

*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

*American River College*

Jan. 2024 – Present

*Sacramento, CA*

- 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

- Designing a cooperative survival game featuring specialized enemy AI, each with unique behaviors and path-finding.
- Integrated multiplayer functionality using Mirror Networking, a Unity framework, to synchronize enemy movement, player actions, including movement and attacks
- 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 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.