

Thanh To

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 github |  linkedin

EDUCATION

Bachelor of Science, Computer Science: Game Design

21 - 24

University of California Santa Cruz

Santa Cruz, CA

Dean's Honors List - Fall Quarter 2022, Spring Quarter 2023

Relevant Coursework: Data Structures and Algorithms, Multithreading, Assembly Language, Programming Abstractions, Discrete Mathematics, Game Systems, Video Game Design/Development, Artificial Intelligence, UI/UX

SKILLS

Programming Languages Python | C++ | C | C# | JavaScript

Technologies Unity | Bash | GitHub | React.js | Jama | CSS | HTML | MobaXterm | Jira | Powershell | Phaser3

EXPERIENCE

Panasonic Avionics Corporation

23

Software Engineer Test Platform Intern

Irvine, CA

- Collaborated with the development team to ensure software functionality and reliability of Bluetooth audio, cross device integration, and accessibility features for visual impairment.
- Efficiently managed and executed 30 percent JIRA/JAMA test cases for each updated version daily
- Proactively resolved software issues by replicating bugs, diagnosing their frequency, and conditions of occurrence utilizing MobaXterm, and provided detailed bug reports with supporting documentation such as notes, videos, and images
- Supported in onboarding 3 new hires to the team through demonstrating newly acquired skills.
- Culminated and presented a comprehensive progress presentation that showcased weekly growth and development, for the span of 12 weeks for the senior engineering manager.

UCSC Baskin Engineering

Baskin Engineering Student Ambassador

22-24

- Implemented automated booking page streamlining appointment scheduling, enhancing customer experience.
- Retained extensive knowledge of the engineering department's 20 majors and participated alongside other advisors in department-related activities.
- Addressed diverse groups of 60 people at various levels within the academic community, from professors to academic speakers to prospective students, effectively and respectfully.

Tutor

24

- Assisted in leading discussion sections for 30+ students for 3 hours weekly, covering essential game development concepts like storyboarding, prototyping, and game testing.
- Conducted weekly office hours to offer tailored programming advice, troubleshoot code issues, and foster a supportive learning environment.
- Graded assignments for a class of 165 students, providing constructive feedback that improved student performance on future assignments.

NOTABLE PROJECTS

LampLight

100+ hours

- Collaborated with on a team of 5 in building and releasing a 3D puzzle platformer with the game engine, Unity. LampLight challenges your sense of reality, defying gravity and bending time as you navigate a labyrinthine world where walls become floors, ceilings transform into pathways, and the very fabric of space warps to your will.
- Designed and developed the game's multi-language functionality in C# including translating the game's text, menus, and instructions into multiple languages to cater to a wider audience
- Managed LampLight's logistical aspects including the publication process on Steam

Toasted

25 hours

- Independently built a 2D toast-themed arcade-style video game that employs local storage, timers, and particle emitter effects on collisions and deployed the completed game to GitHub Pages.
- Utilized JavaScript and the Phaser 3 framework to develop a comprehensive game, encompassing both front-end and back-end components.
- Designed and implemented original artwork and audio assets to enhance the game's visual and auditory experience.

LEADERSHIP

Grace Hacks- Tech Team Executive

22-24

Developed, tested, and debugged the website for Grace Hacks with JavaScript, HTML, and CSS using GitHub for version control. Independently worked with the navigation bar functionality. Collaborated with the team to host a 24-hour Hackathon in November 2022 for 100+ women/non-binary student and mentor participants.

UCSC Vietnamese Student Association- Community Engagement Coordinator

23-24

Successfully managed a thriving community of 40 members, fostering strong friendships and increasing engagement. Planned and executed 15 large-scale events, with up to 50 attendees whilst logistics with precision.