Tingyu Gong

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EDUCATION

University of California, Los Angeles (UCLA)   Expected Graduation: June 2026
- Major: Computer Science
- Relevant Courses: Computer Organization, Software Construction, Intro to Computer Science, Discrete Mathematics

EXPERIENCE

ACM Studio - *Game Developer*   Jan - June 2023
- Developed a 3-D, open-world, action game called "Xinshen" as a game developer with a team.
- Contributed to the movement of character models and learned principles of 3D modeling and animation in C# with Unity.

DevX - *Design Intern*   Feb - March 2023
- Learned fundamentals of UI/UX design philosophy, and used Figma to create prototype mobile designs.
- Developed an understanding of human-first design and the importance of creating both pleasing and functional products.

PROJECTS

Miso - https://github.com/brandontranle/miso   Nov 2023 - Present
- Collaborated with a team to develop a productivity website that uses TypeScript and MongoDB for user authentication.

PeachParty - https://github.com/tyu-hi/PeachParty   Oct 2023
- A two-player board game-style game based on Mario, allowing players to collect coins and defeat enemies. Built using C++ for object-oriented programming for a programming course at UCLA.

Social Media Clone   Jan 2024 - Present
- Developing a social media app that allows users to create an account as well as like, follow, comment, and search other accounts. Built using JavaScript and Chackra UI for frontend, and Firebase for the backend.

OTHER

Associated Student Body (2018-2021)
- Vice President of Class of 2022 (2020-2021) at Sierra Pacific High School, volunteered in a variety of community service opportunities, such as aiding in a Crab Feed where profits are used for service projects.
- 40+ volunteer hours each semester, developed various kindness and positivity campaigns to encourage inclusivity on campus.

California Scholarship Federation (2018-2022)
- Fundraising Co-chairperson as a junior, President as a senior at Sierra Pacific High School.
- Established a tutoring program, tutored students in math and science, and directed committees for fundraising, membership, community service, conference, and publicity.

SKILLS

Languages: C#, C++, HTML/CSS (Chakra UI), JavaScript (React, NodeJS), TypeScript
Tech: Unity, Figma, Git, Firebase, Blender