

VINH TA

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Experience

Game Design and Art Collaboration Club, May 2023 - Present

Sound Department Officer - Santa Cruz, California

- Designed and led workshops on sound design and production.
- Instructed members on how to lead and navigate the Mock Studio's sound department.
- Communicated with other officers to coordinate events for the club and maintain the club itself.

GDA Mock Studio, January 2023 - May 2023

Sound Department Member: *TacoCat* - Santa Cruz, California

- Worked with peers to create and update documents regarding the design and workflow of audio aspects in a game.
- Collaborated with the whole studio to create and iterate multiple music assets and sound effects.

Projects

***RPSGame*, 2024**

Unity (C#)

- Implemented Nintendo Joy-Con gyroscopic controls to play *Rock, Paper, Scissors*.
- Troubleshoot and cross-reference pre-established code.

***EggGame*, 2024**

Phaser (Javascript), Node.js, Socket.io

- Implemented network connection in a browser clicker game.
- Refactored code to include server and client communication.

***TacoCat*, 2023**

Ableton Live 10, Google Workspace, GitHub Projects

- Published a style guide for sound production and design.
- Conceptualized music and produced demos.
- Collaborated with other members to create the soundtrack for the game.

Education

University of California Santa Cruz,

January 2023 - Present

Currently pursuing
B.S. - Computer
Science: Computer
Game Design

Mission College,

January 2020 -

September 2022

A.S. - Liberal Arts: Nat
Sci & Math
A.S. - Computer Info.
Systems

Skills

Software experience:

Ableton Live, Google
Workspace, Phaser
(JavaScript), Unity (C#),
FMOD.

General skills: Quick

understanding of
unfamiliar operations
and technology.
Articulate in
troubleshooting and
problem-solving. Cordial
to peers and coworkers.
Strong desire to
approach all subjects
thoroughly and correctly.
Love to learn and put
learning into practice.