

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 how to successfully navigate a mock studio.
- Communicated with officers to coordinate and maintain the club.

GDA Mock Studio, January 2023 - May 2023

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

- Created and updated audio design documents.
- Developed and iterated on multiple music and sound assets.
- Collaborated with multiple peers and departments.
- Won an award for score and music.

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.

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.