

VINH TA

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Experience

Sound Department Officer, May 2023 - June 2024

Game Design and Art Collaboration Club - 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.

Sound Department Member, January 2023 - May 2023

GDA Mock Studio: TacoCat - Santa Cruz, California

- Created and updated audio design documents.
- Developed and iterated on multiple music and sound assets.
- Collaborated with other 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.