

Tommy Tang

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Education

Stanford University, Stanford, CA, **M.S. in Computer Science**, Expected Jun 2020 GPA: 3.85

Tufts University, Medford, MA, May 2018 GPA: 3.69 Major GPA: 3.98

Graduated *magna cum laude* with B.S. in Computer Science, Minor in Economics

Skills

- **Programming Languages:** C++, C, JavaScript, C#, Python, Java, ML, x86 Assembly Language
- **Web:** HTML/CSS, React.js, React Native, Firebase, Node.js, PostgreSQL, MongoDB
- **Tools:** Unity, Android Studio, Git, Kali Linux Tools (incl. Wireshark, Nmap, etc.), OpenGL
- **Fields:** Game Development, Project Management, Full-Stack Web Development, Security, Algorithms, Programming Languages, Networking, Graphics, ML foundation, Mobile Development, Operating Systems

Projects

Voidheart, *Designer and Gameplay Programmer*, Jan 2019-Current

- Designing and creating a deckbuilding tactical roguelite game inspired by *Slay the Spire* and *Into the Breach*
- Focusing on enemy AI Programming

Civlry, in partnership with Facebook's EdMod Team, *Lead Game Programmer*, Jan 2019-Current

- Designing and building an asymmetric educational VR game that teaches high school-level math, with an emphasis on teacher analytics.
- Leading the development of the VR game in Unity

Red or Blue, *Project Manager & Developer*, Nov 2017-June 2018, tinyurl.com/robgame

Finalist for showcase at Boston Festival of Indie Games

- Designed and built a 2D puzzle platformer in Unity where platforms, enemies and traps are either colored red or blue, and only one color is visible and can be interacted with at once.

Harvard Square Homeless Shelter App, *Project Manager*, Sep 2017-May 2018; *Advisor*, Sep 2018-present

- Led a team of 12 students in developing a mobile app using React Native, Redux and Firebase. It enables users to view and log interactions with guests, maintain a shared to-do list, and much more.
- Defined the project scope, designed features, planned architecture, and spearheaded development.
- Introduced the project at a Hackathon inspired by our efforts: tinyurl.com/hshsintro

Microsoft Avatar, Jun 2017-Sep 2017, *Project Manager & Front-End Developer*

Finished Top 10 in the Millennials category at 2017 Microsoft Global Hackathon

- Led a team of five in creating a style-transfer web app based on Deep Image Analogy.
- Planned the project from scratch and designed and implemented the front-end using React.

Work Experience

Sledgehammer Games, Activision, Foster City, CA, *Gameplay Engineering Intern*, expected June 2018

StreetCode Academy, *Lead Game Design Teacher*, 10 hours/week, Jan 2019-Current

- Teach a class of 30 marginalized students basic game design principals and how to make games for Roblox

Stanford and Tufts University CS Departments, *Teaching Assistant*, 20 hours/week, Sep 2017-Current

- TA for *Designing Serious Games*, *Programming Languages*, *Algorithms*, *Security*, and *Web Programming*
- Led lectures & recitations, held office hours, graded coursework, and improved course contents.

GDC, San Francisco, CA, *Conference Associate*, 2018 & 2019

iD Tech Camp, Harvard, MA, *Assistant Director*, July 2018-Aug 2018

- Managed the day-to-day operations of a STEM camp with 15 staffs and 120 students aged 7-17.
- Taught a variety of game development, cybersecurity, and software engineering courses.

Microsoft Research, Beijing, China, *Software Engineering Intern*, Jun 2017-Sep 2017

Received the "Star of Tomorrow" award of excellence

- Created Microsoft Avatar as project manager and front-end engineer under Dr. Hon, director of MSRA
- Participated in the development of HoloPoint, PowerPoint for HoloLens using Unity.

Activities

Stanford Video Game Developers Association, Stanford, CA, *Officer*, 8 hours/week, Oct 2018-Present

- Organize weekly events such as game jams and tech talks for Stanford students interested in game dev.

JumboCode, Medford, MA, *Project Lead*, 12 hours/week, Sep 2016-Present

- Created multiple mobile apps on behalf of nonprofit organizations.