

Anthony Chieng

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EDUCATION

California State University, Los Angeles

Graduated May 2025

B.S. in Computer Science

- Cumulative GPA: 3.832
- Relevant Coursework: Introduction to 3D Game Programming, Virtual Reality and Immersive Worlds, Programming with Data Structures, Analysis of Algorithms

TECHNICAL SKILLS

Programming Languages: C#, GDScript, Python, Java, JavaScript

Developer Tools: Unity, Godot, Git, GitHub, Visual Studio, VS Code

PROJECTS

UnBox3D (Army Research Lab) | C#, .NET WPF, Python

August 2024 - May 2025

- Developed a tool to process complex 3D models into a simplified 2D layout, suitable for laser cutting, for the purpose of creating training props.
- Created simplification tools using small mesh removal and mesh replacement techniques to reduce mesh count by 80% and vertices count by 98% to meet 2D cut-out requirements.
- Worked together in a group of 10 students and collaborated with army officials to meet training requirements on the field.

VR Space Game | Unity, C#, OpenXR, XR Interaction Toolkit

March 2025 - April 2025

- Developed an interactive VR experience for the Meta Quest 2 where the player uses a fire extinguisher to navigate through outer space and extinguish fires.

Boss Rush Game | Godot, GDScript

January 2025 - February 2025

- Developed a boss rush game where the player fights a series of bosses, with boss drops and item upgrades given for progression.
- Ranked #48 overall out of 866 entries at Boss Rush Jam 2025.

Rhythm Game | Godot, C#

February 2024

- Developed a rhythm game where the player must dodge beat-synced projectiles; collaborated with 4 musicians and artists.
- Ranked #17 overall out of 71 entries at Rhythm Jam 2024.

Puzzle Platformer Game | Godot, C#

January 2024

- Developed a puzzle platformer, containing enemies with various AI behaviors and unique mechanics.
- Ranked #3 overall out of 40 entries at the GoedWare Game Jam.

EXPERIENCE

Project Officer

July 2024 - May 2025

Association for Computing Machinery (ACM) @ Cal State LA

Los Angeles, CA

- Led instructional workshops on web development by teaching students how to build basic websites using HTML, CSS, JavaScript, and Bootstrap.
- Organized and taught a project on building a Python Discord Bot, covering Python basics, Web API integration, and various game commands.
- Mentored 20+ students in debugging code and understanding programming fundamentals during each workshop.