Keith Daniel Tan

Las Vegas, NV 89118

keithdanieltan@gmail.com • 725-500-3057 • Portfolio • Github

WORK EXPERIENCE

Team Lead & Full Stack Web Developer Intern, Nex Oasis Jan 2024 - Present

- Led a team of 5 interns to meet critical project deadlines, coordinating daily stand-ups, providing mentorship, and allocating tasks effectively, resulting in a 30% increase in team productivity and meeting all project milestones ahead of schedule.
- Developed a secure cryptographic backend for the TrustedWill website by implementing encryption algorithms and security protocols, enhancing website security and safeguarding sensitive user data.
- Delivered a polished will testament website using HTML, CSS, PHP, MySQL, and JavaScript, improving user experience and increasing user engagement by 20%.
- Integrated advanced features like video recording and a robust database system by applying debugging techniques and refactoring legacy code, enhancing system performance and reliability by 40%.
- Streamlined project development within an AGILE framework by facilitating cross-functional team collaboration and sprint planning, successfully delivering projects within tight deadlines.

Teaching Assistant, University of Nevada, Las Vegas Jan 2024 - Present

- Mentored a class of 120 students, providing debugging assistance and guidance on programming assignments, which increased student pass rates by 25%.
- Explained fundamental programming concepts and provided constructive feedback on their thought process on understanding computer science topics.

Undergraduate Researcher, University of Nevada, Las Vegas May 2024 - Present

- Created a detailed map for the drone simulator using Unreal Engine 5, enhancing the environment for testing and development.
- Assisted in developing drone controls and technology to ensure realistic and responsive behavior, and conducted research into different drones capable of being controlled through a PC, contributing to the selection of suitable models for simulation.

PROJECTS

Shadow Quest

Developed using Godot 4(C++, C#, and GDScript) | Video Demo | Playable Version

- Designed and developed a roguelike 3rd person action game level, showcasing core gameplay elements.
- Programmed enemy characters with basic combat mechanics, enhancing gameplay dynamics and engagement.
- Improved animation smoothing and self-learned new game development techniques, leading to fluid character interactions.
- Developed smooth and responsive character controls, enhancing player experience.

Celestial Adventure

Developed using Godot 4(C++, C#, and GDScript) | Playable Version

- Designed and developed a detailed level with platforming challenges and hidden areas.
- Implemented a coin collection system with visual and audio feedback, rewarding exploration.
- Programmed simple enemy AI, adding gameplay challenges.
- Integrated smooth character animations using available assets, ensuring fluid movements.
- Developed responsive character controls and added background music and sound effects.

Flappy Bird

C# Unity Game | Playable Version

- Developed a Flappy Bird clone complete with UI, music, score system, and monetized ad system.
- Worked independently, using sample art and music online.
- Completed the project with all intended features and refinements of the original game.

EDUCATION

University of Nevada, Las Vegas Aug 2019 - Present

Bachelors of Science: **Computer Science** GPA: 3.7

Relevant Coursework: Data Structures and Algorithms, Linear Algebra,Calculus I & II

Organizations: Rebel Game Devs, UNLV's AWS club, Society of Asian Scientists and Engineers, and Cyber Clinic UNLV

TECHNICAL SKILLS

Languages: C++, Python, HTML, CSS, Javascript, PHP, C# | **Operating Systems:** Windows, Linux, MacOS | **Tools:** Visual Studio Code, Visual Studio, Unreal Engine 5, Godot 4, Unity