

# Emily Tsai

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## EDUCATION

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### California State University, Fullerton

Fullerton, CA

*Bachelor of Science in Computer Science, Minor in Data Science, Minor in Communication Studies*

May 2027

**Relevant Coursework:** Data Structures, Software Engineering, Compilers & Languages, Operating Systems

## EXPERIENCE

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### Video Game Development Club (VGDC) | President

October 2025 – Present

*California State University, Fullerton*

*Fullerton, CA*

- Led and direct the strategic vision and operations of a student organization serving 100+ members, overseeing event planning and cross-team collaboration
- Designed and delivered hands-on technical workshops on Unity, C#, and game architecture, increasing member engagement and project completion rates

### Association of Computing Machinery (ACM) | Co-Leader, Board Officer

June 2025 – Present

*California State University, Fullerton*

*Fullerton, CA*

- Organize and execute technical workshops, networking events, and semester long open source projects, helping 150+ students in developing technical skills by providing mentorship
- Led project teams contributing to open-source repositories, facilitating Git-based workflows, code reviews, and collaborative development

### Engineering & Computer Science Inter-Club Council | Marketer

April 2025 – Present

*California State University, Fullerton*

*Fullerton, CA*

- Managed all social media strategy and content creation, increasing engagement by 10%
- Promoted inter-club events, improving student participation and outreach across ECS organizations

### Oddinary Farm | Associate Director

January 2025 – Present

*Spring Roll Studios*

*Santa Ana, CA*

- Oversaw development workflows, coordinated team tasks, and engineered Unity gameplay mechanics and UI classes
- Facilitated playtesting sessions and feedback integration, refining game balance, usability, and user experience

### CIC-PCUBED Research Program | Researcher

May 2025 – August 2025

*California State University, Fullerton*

*Fullerton, CA*

- Conducted a quantitative finance research project analyzing over a decade of Google and Meta stock data
- Collaborated with peers and faculty mentors to apply statistical modeling and Python programming for analyzing correlation, spread behavior, and cointegration dynamics

## PROJECTS

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### SonarPath | *React, Vite, TypeScript, Tailwind CSS, ArcGIS Maps SDK*

April 2026

- Built a real-time sea routing tool that visualize underwater noise impact using Esri's ArcGIS Maps SDK
- Integrated ArcGIS spatial data to render interactive marine maps and optimize shipping routes
- Designed the UI/UX using React, TypeScript, and Tailwind CSS, delivering a polished and intuitive interface within a 24-hour hackathon
- Won Best Social Impact & Sustainability track at CSU Fullerton's FullyHacks 2026 out of hundreds of participants

### Out of this World Cafe | *Unity, GitHub, Visual Studio Code, C#*

April 2025

- Team leader during CSU Fullerton's FullyHacks 2025, winning Best Game Project out of 400+ participants
- Designed game systems involving interactive game objects and a real-time feedback system
- Guided the development process across UI/UX, animations, gameplay mechanics, and Unity scene design

### Country Life Cafe | *Unity, GitHub, Visual Studio Code, C#*

January 2025 – May 2025

- Developed game loops, UI systems, and procedural difficulty scaling to enhance player engagement
- Led a team of developers, providing mentorship in C# programming, Unity UI, animations, and input systems
- Oversaw team collaboration through GitHub Desktop, handling version control and asset management

## TECHNICAL SKILLS

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**Languages:** C, C++, C#, Python, HTML, CSS, Javascript, TypeScript, SQL, x86 Assembly, Swift

**Tools:** React, Node.js, Svelte, SvelteKit, Tailwind CSS, Git, VS Code, Visual Studio, Unity, Xcode