

# Etam Tamo Wonkam

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## EDUCATION

### University of Maryland

*Computer Science Major*

College Park, MD

*Aug. 2024 – Present*

### Howard Community College

*Associate of Arts in Computer Science*

Columbia, MD

*Aug. 2023 – Dec 2024*

## SKILLS

**Languages:** Java, Python, JavaScript, HTML, CSS, C

**Technologies:** Git, Github

## PROJECTS

### HitBox | *Python, Pygame, PyInstaller, Game Development*

July 2025 – Aug. 2025

- Developed a 2D physics-based betting game using Python and Pygame with real-time collision detection and interactive gameplay mechanics
- Implemented comprehensive player movement systems with momentum-based physics and engaging retro-style graphics
- Engineered responsive game controls and collision detection algorithms for smooth 60 FPS gameplay experience
- Packaged and distributed cross-platform executable using PyInstaller, enabling seamless one-click installation for end users
- Published fully functional game with complete source code documentation and automated release pipeline on GitHub

### Portfolio Website | *HTML, CSS, JavaScript, AOS, Vercel*

June 2025 – Present

- Built responsive personal portfolio website with modern design principles, smooth animations, and dynamic theme switching
- Integrated AOS (Animate On Scroll) library for enhanced user experience with staggered fade-in animations and scroll-triggered effects
- Implemented advanced CSS features including glassmorphism effects, animated backgrounds, and backdrop filters
- Developed interactive JavaScript components including typewriter effects, smooth scrolling navigation, and scroll-spy functionality
- Deployed production-ready application using Vercel's edge network with automated CI/CD pipeline and global CDN distribution
- Optimized for mobile-first design with CSS Grid layouts and cross-browser compatibility achieving seamless user experience