





NGUYỄN TIẾN LONG


GAME DEVELOPER

 Male

 May 3 2000

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 Long Binh District, Bien Hoa City, Dong Nai Province

OBJECTIVE

Looking forward to gaining experience in a professional environment as a game developer at Company. The target is to master technical skills at work as well as master specialized skills in game development on many platforms that can help me expand my knowledge. Completing the task of a Game Developer and contributing to the development of the company

SKILLS

Language:

English

Computer:

Word, Excel, Powerpoint,

Programing language:

C, C++, C#, Java,

Design:

Pixel art artists, Blender, 2d design

EDUCATION

 **HO CHI MINH CITY UNIVERSITY OF TECHNOLOGY - HUTECH**, Information Technology - Software Engineering

Oct 2018 - PRESENT

GPA: 3.26/4

EXPERIENCE

 **UNITY DEVELOPER, SELF LEARNING**

NOV 2019 - PRESENT

Project:

- Flappy bird.
- Doge Game
- Drop Down
- Save Grandmother

knowledge gained:

- Learned how to use basic Unity2D.
- Improved Logical thinking.
- Improved programming in C# language.

 **ANDROID APPLICATION (Java)**, Position: Team Leader and Programmer

NOV 2021 - JAN 2022

Description: Raccoon Delivery - use Pathfinding and Metaheuristic to sort multiple orders with time weights.

Duties:

- Research Dijkstra, Dijkstra with Priority Queue, Ant Colony, NNA
- Design and build data system.
- Function design and processing input data.
- Map direction.
- Design 2d assets, UX/UI.

Knowledge gained:

- Research and use map data retrieved from OpenStreetMap.
- Understand how to use Google Maps API.
- Understand Dijkstra, Dijkstra with Priority Queue, Ant Colony, NNA algorithm.

 **ANDROID APPLICATION (Java) - JAVA Socket Server**, Position: Team Leader and Programmer

SEP 2021 - DEC 2021

Description: JAPANESE BATTLE - learning Japanese games.

Duties:

- Design and build data system.
- Function design and processing input data.
- Design game flow
- Design 2d assets, UX/UI.

Knowledge gained:

- Learned basic principle of Improve.
- Understand SocketServer in Java.
- Understand MultiClient-Server Model.



ANDROID APPLICATION (Java), Position: Team Leader and Programmer

MAR 2021 - MAY 2021

Description: To-Do List.

Duties:

- Design and build data system.
- Function design and processing input data.
- Design UX/UI.

Knowledge gained:

- Learned android application programming.
- Improved programming in C# language.
- Improve object-oriented programming.
- Improve teamwork skills.



WINDOWS FORM APPLICATION (C#), Position: Team Leader and Programmer

NOV 2020 - JAN 2021

Description: CLASS ATTENDANCE BY FACE RECOGNITION - using OpenCV library.

Duties:

- Help design and Build data system.
- Function design and processing input data.
- Design UX/UI.

Knowledge gained:

- Learned basic principle of Improve.
- Understand the MVC model.
- Improve teamwork skills.

CERTIFICATIONS

: 2020: GAMELOFT GAME JAM 2020 - CERTIFICATE OF PARTICIPATION