



Ngô Minh Hoàng


During my four years studying Software Engineering at Saigon University, I developed strong skills in teamwork, independent work, and attention to detail. Through internships and real-world projects, I gained valuable hands-on experience.

I desire to become a professional software engineer in the near future, and I am eager to take on larger, more challenging projects where I can leverage my technical knowledge and thrive in a collaborative team environment.

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EDUCATION

Sai Gon University

Software technology

Sept. 2020 - Today

SKILLS

Core Languages: C#, Python, GDScript, HTML/CSS, JavaScript

Framework & Technologies:

- **Game Development:** Unity, Godot 4, Pygame, MonoGame
- **Front-end:** HTML/CSS, JavaScript, ReactJS (w/ Framer Motion), Bootstrap
- **Back-end:** Node.js, Express.js
- **Database:** MongoDB (w/ MongoDB Compass)

Tools & IDEs: Git, GitHub, Visual Studio Community 2022, VS Code, PyCharm

Operating Systems: Windows

Soft Skills: Communication, teamwork, good English reading and listening skills.

PROJECTS

Martian Mike | *Godot*

May 2024

Team project for the Modern Programming Technologies subject

- **Project Description:** A 2D platformer game featuring custom levels, enemies, and fun stuff
- **Tech Stack:** Godot 4.2, GDScript
- **Responsibility:** Implemented player movement and physics, designed enemy and level.
- **Key Achievement:** Gained hands-on experience with using a full-featured game engine and understanding built-in tools and logic for game development.

Are-PyGame | *Pygame*

May 2024

Team project for the Python programming language subject

- **Project Description:** A top-down angled RPG game inspired by The Legend of Zelda, featuring basic combat mechanics.
- **Tech Stack:** Python, Pygame, VS Code, Git
- **Responsibility:** Developed the camera system, implemented menu transitions, and designed both the player character and HUD.
- **Key Achievement:** Gained hands-on experience building an RPG game entirely from scratch, without relying on built-in features from game engines. Deepened understanding of game logic and architecture.

EXPERIENCES

Education

5 years at Sai Gon University

Internship

Feb – April. 2025

- Two-month internship in IT Helpdesk position at I-CLC.
- Provided technical support for staff/non-technical users, including software installation and troubleshooting.
- Supported the setup of computers, equipment, and events for partner schools affiliated with the company.

Part-time job during university

- Worked as kitchen staff at Colowide Vietnam, a Japanese restaurant chain.
- Assisted in food preparation and kitchen operations, adapting to a fast-paced and high-pressure environment.
- Developed teamwork and communication skills by collaborating with colleagues.

CERTIFICATIONS

TOEIC 905

Oct. 11th 2024