



# Ly Minh Phat

UNITY DEVELOPER

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## SKILLS

**Programming languages** • C++, C#, Java, Python

**Unity** • Making hypercasual and basic RPG games.  
• Being able to create animations for objects  
• Make the game responsive

**Other skills** Understanding OOP, design patterns (Singleton, Scriptable Object, Finite State Machine), being able to use some Unity packages (Cinemachine, Behaviour Tree, Playfabs), teamwork

## EDUCATION

Ho Chi Minh City University of Transport, Ho Chi Minh city (2019 - Now)

## CAREER OBJECTIVE

Being an intern, I would like to become a fresher of this company after completing this internship course. I also want to learn about the working process and learn lots of new things in order to become a good programmer in the future.

## PROJECTS

1. 2D roguelike card game (Pet project, demo) Jul 2022 – Aug 2022
  - Engine: Unity
  - Description: A captivating game where players engage in strategic battles using a deck of 5 cards. The objective is to defeat enemies and achieve a high score.
  - Technology Used: Scriptable Object, State Machine, Audio Mixer, PlayerPrefs, DOTween
  - Links:
    - GitHub: <https://github.com/Phat30102001/2DCardgame>
    - Game: <https://phatly.itch.io/abyssdungeon>
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2. 2D sidescrolling game (Pet project, demo) Jan 2023 – Feb 2023
  - Engine: Unity
  - Description: A game like Hollow Knight with interactive dialogue, challenging enemies, and boss battles.
  - Technology Used: Behaviour Tree Package, Animation Event, Cinemachine, New Input System, Animation Organization
  - Links:
    - GitHub: <https://github.com/Phat30102001/2D-side-scrolling-game>
    - Game: <https://phatly.itch.io/dork-soul>
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3. 2D mobile game (Pet project) Feb 2023 – May 2023
  - Engine: Unity
  - Description: An inspired Doodle Jump game where players ascend on platforms to achieve a high score.
  - Technology Used: PlayFab, Tilt Control, Screen Layout Optimization
  - Links:
    - GitHub: <https://github.com/Phat30102001/Jumping-ball>
    - Game: <https://phatly.itch.io/bounce>

