



Huỳnh Nam Thành

Unity Developer



As a soon-to-be graduate from Vietnam-Korea University of Information and Communication Technology with a focus on IT, I am eager to leverage my skills and knowledge in practical, real-world projects. Actively seeking opportunities to contribute my expertise, I am committed to continuous self-development and the pursuit of additional valuable experiences. I am enthusiastic about applying my academic foundation to make meaningful contributions in a professional setting.

CONTACT



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Da Nang, Vietnam

SKILLS

• Game Engine

- Able to effectively work with the Unity Engine.

• C#

- I possess a foundational understanding and am capable of designing complete games using C#

• Git

- Proficient in Git version control and experienced with GitHub and GitLab platforms.

• English

- IELTS 5.5.
- Capable of reading and understanding English documents.

EDUCATION

• Computer Science Engineering

Vietnam - Korea university | 2019 - 2024
of Information and
Communication
Technology

GPA: 2.84/4.

IMPLEMENTED PROJECTS

• Fantasy Adventure - RPG Game

Unity Engine | 06/2023 - 9/2023

- Demo: <https://youtu.be/mebBIBBoU8Y>
- Play the game: <https://gamiprimo.itch.io/fantasy-adventure>
- Source Code: <https://github.com/Gamimmini/Fantasy-Adventure>
- Description: Key contributor to the RPG game 'Fantasy Adventure,' specializing in game mechanics, character control, and dungeon exploration to create an immersive player experience.
- Technologies Used: Unity Engine, C#

• Nitro Nexus - FPS Shooting Mobile

Unity Engine | 11/2023 - 01/2024

- Demo: <https://youtu.be/KEogWhyNDtg>
- Download: <https://s.net.vn/SuKY>
- Source Code: <https://github.com/Gamimmini/Nitro-Nexus>
- Description: Creating a captivating mobile FPS game series with diverse modes, expansive maps, and an intelligent AI system for flexible bot interactions.

- Technologies Used: Unity Engine, C#

• Tower Tactics 3D - Strategy game 3D

Unity Engine | 2/2023 - 4/2023

- Play the game: <https://gamiprimo.itch.io/tower-tactics>
- Source Code: <https://github.com/Gamimmini/Tower-Defense-3D>
- Description: Collaborated on a tower defense strategy game, designing defensive towers to repel attacks.
- Technologies Used: Unity Engine, C#

• Geometry Dash - Rhythm-based Action Platformer (My First Game)

Unity Engine | 12/2022 - 12/2022

- Play the game: <https://gamiprimo.itch.io/geometry-dash>
- Source Code: <https://github.com/Gamimmini/Geometry-Dash>
- Description: Contributed to a rhythm-based platformer, focusing on player navigation through jumping and flying.
- Technologies Used: Unity Engine, C#

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