



# Huỳnh Nam Thành

Unity & .NET Developer



As an IT enthusiast, I am eager to apply my skills and knowledge to 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. Enthusiastic about applying my academic foundation to make meaningful contributions in a professional setting. See more details about my personal profile at: <https://portfolio-static-web.vercel.app/>

## CONTACT

-  04/11/2001
-  hnthanh922@gmail.com
-  0911744992
-  facebook.com/GamiPrimo/
-  Da Nang, Vietnam

## SKILLS

- **Game Engine ( Unity Engine )**
  - Able to effectively work with the Unity Engine.
- **Programming Language ( C# )**
  - Versatile use of C# for developing efficient software solutions.
- **Framework ( .NET Framework, Entity Framework )**
  - Applying advanced proficiency to harness the full potential of .NET Framework and Entity Framework for robust website development
- **Database ( Microsoft SQL Server )**
  - Proficient in designing and managing databases using Microsoft SQL Server to enhance website functionality and performance.
- **Version Control ( GitHub, GitLab )**
  - Proficient in Git version control and experienced with GitHub and GitLab platforms.

English

## EDUCATION

### ● Computer Science Engineering

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

GPA: 2.84/4.

## IMPLEMENTED PROJECTS

### ● Portfolio - Personal Profile

.NET Framework | 2023 - 2024

- Demo Dynamic Web: [https://youtu.be/NRW6SO\\_\\_Drc](https://youtu.be/NRW6SO__Drc)
- Static Web: <https://portfolio-static-web.vercel.app/>
- Source Code: <https://github.com/Gamimmini/Portfolio-Dynamic-Web>
- Description: Developed a personal profile showcasing comprehensive information, career goals, experience, education, and completed projects.
- Technologies Used: ASP.NET, Entity Framework, SQL Server.

### ● Fantasy Adventure - RPG Game

Unity Engine | 06/2023 - 9/2023

- Demo: <https://youtu.be/mebBIBBoU8Y>
- Play the game: <https://gamiprime.itch.io/fantasy-advature>
- Source Code: <https://github.com/Gamimmini/Fantasy-Advanture>
- Description: Key contributor to the RPG game 'Fantasy Adventure,' specializing in game mechanics, character

English

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

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#

© topcv.vn