



Huỳnh Nam Thành

Unity & .NET 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. See more details about my personal profile at: <https://portfolio-static-web.vercel.app/>

CONTACT



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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.

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
- 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://gamiprimo.itch.io/fantasy-adventure>
- Source Code: <https://github.com/Gamimmini/Fantasy-Adventure>

• English

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

- 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#

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