Huỳnh Nam Thành

Unity & .NET Developer

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Passionate IT enthusiast eager to apply skills and knowledge to real-world projects. Actively seeking opportunities for expertise contribution, committed to continuous self-development, and enthusiastic about making 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

Programming Language
- C#

Framework
- .NET Framework
- Entity Framework

Database
- Microsoft SQL Server

Version Control
- GitHub
- GitLab

English
- IELTS 5.5.

EDUCATION

Computer Science Engineering

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

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-advature
- Source Code: https://github.com/Gamimmini/Fantasy-Advanture
- 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#