



THANH TUNG NGUYEN

GAME DEVELOPER

REMARKABLE PROJECTS

2019

SHOUTING BIRD

A game that you need to get coins as much as possible using the volume recognize.

2019

ENGLISH CATCHER

All you have to do is catch the right thing which is corresponding to the words shown

2020

LUCKY JOURNEY

Organisation

You must dice to move your character across the board. There are many obstacles waiting for you. The winner is the one who will reach the destination first.

INTERESTS



Making and playing games



Watching a day in life of a software engineer



Solve problems about data structure, programming and algorithm in codeforces.com

ACHIEVEMENTS

Competing

Winning the first prize of AI-Tank created by GameLoft Inc. on HaUI IT Festival Day 2018. (the contest is about object oriented programming and AI algorithm)



Joining

Taking part in FPT AI-Gold Miner competition and stop in the Quarterfinals. (the contest is about AI algorithm and web data processing)



Challenging

Top 1 AI-Tank on HIT Open Day festival 2019.



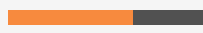
MORE INFORMATION ABOUT ME

- **Self-learned and started game** developing since 2nd year of college.
- **Study and research about VR Games**. Model built: <https://github.com/ThunderSword99/Virtual-Reality-Demo>
- **Joined in Unity communities** inside and outside of Vietnam.
- **Founded Unity learning group** in college's IT club to share and gain new knowledge in Unity Game.
- **Proficient in git**. Have the ability to set up plans and use git when working in groups.

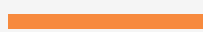
SKILLS

Programming Languages

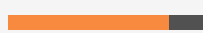
C, C++



C#



Javacore



JavaScript



BatchScript



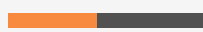
Python



Dart

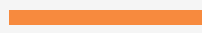


Sql

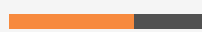


Personal Abilities

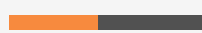
Creative



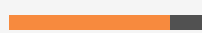
Energy



Flexible



Hard



Inquisitional

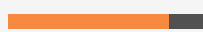


Proficient

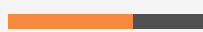
Photoshop



Algorithm



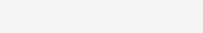
Design



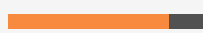
Microsoft



Window



Git

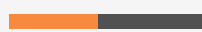


Framework And Engine

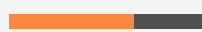
Unity2D



Unity3D



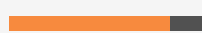
Flutter



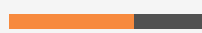
React native



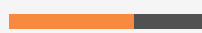
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Tiled



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