NGUYEN TIEN HUNG

GAME PROGARMING STUDENT

PROFESSIONAL SUMMARY

I am a game programmer at university with experience in developing games and a basic background inGame Testing, RnD and some Programming languages: C/C++, C#, Python, SQL, MongoDB. I have strongskills in Microsoft Office (Word, Excel) and am a quick learner, always eager to explore new technologies.Additionally, I have worked as a team in many project in school so I have strong communication and teamwork skills.

WORK EXPERIENCE

Cleaner | 2022 - Present
SOL Palvelut Oy

- Managed rubbish removal efficiently.
- Resroon cleaning.
- Sweeping, vacuuming and mopping.
- Bed making.

Hotel cleaner | 2023 -2024
Lecator Oy

- Kitchen cleaning
- Managed rubbish removal efficiently.
- Resroon cleaning.
- Sweeping, vacuuming and mopping.
- Bed making.

Game Progammer Internship | 2024 - Present
Fit Group

- Github Pages devoloper
- Unity Progammer

ACADEMIC HISTORY

Turku University of Applied Sciences | 2022- 2025
Game and Interactive Technologies

- GPA: 4.3
- Unity Programmer
- Unreal Progammer

CONTACT

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CERTIFICATIONS

- Hygiene Passport
- YKI-Todistus B1

LANGUAGES

- English
- Basic Finnish
- Vietnamese

SKILLS

- Time efficiency
- Code review proficiency
- Bug fixing capability
- Unity experience
- Teamwork
- Critical-thinking
- Microsoft Office skill
- Database management