

# Dinh Huy Henry Ha

 HenryHa993 |  Henry Ha |  henryha972@gmail.com |  +44 7552 462742

## SUMMARY

---

I am an enthusiastic computer science graduate who is energised by collaborative environments and technical challenges. As a keen learner, I consistently seek to improve my knowledge of the games industry and am seeking valuable experience in the field. Currently, I am improving my knowledge of Unreal Engine and C++ under The Developer Academy.

## PROGRAMMING LANGUAGES

---

- C++
- C#
- Git
- Java
- JavaScript
- Python

## SOFTWARE

---

- Unreal
- Unity
- Blender
- Jira

## EDUCATION

---

2020 - 2023	<b>BSc Computer Science at University of Warwick</b>	(2:2)
<i>Relevant Modules</i>	Software Engineering - <i>Group Project, Version Control, Testing, Agile, CI</i> Computer Graphics - <i>Rendering Processes, Blender, Three.js</i> Project Management - <i>Group Project, Agile, PRINCE2, Kanban</i>	
2017 - 2019	<b>A Levels at St. Thomas the Apostle College</b>	
	Mathematics	(A*)
	Further Mathematics	(A*)
	Physics	(A)
2012 - 2017	<b>GCSEs at St. Thomas the Apostle College</b>	
	Mathematics, English Language, English Literature	(9 - 8)
	Biology, Chemistry, Physics, Further Mathematics, Computing, History, Religious Education, French	(A* - B)

## EXPERIENCE

---

### The Developer Academy - Game Development Trainee

Sept 2023 - Present

A full-time bootcamp designed with the advice of industry professionals such as Sumo Digital. Consists of an extensive curriculum which involves the development and presentation of a collaborative project each week, for 16 weeks.

Unreal      *Meshes & Materials, Landscaping, Blueprints, Controls.*  
C++        *Physics, Code Reviews, Version Control (GitHub), Debugging.*  
Design     *User Stories, Prototyping, UI/UX.*  
Soft Skills *Presentations, Team Work, Problem Solving, Agile.*

### Recii - Development Assistant

March 2020 - Sept 2020

An exciting opportunity to experience different facets of software development within an agile-driven environment. Duties included tools development, front-end web development and managing customer data.

Python, RegEx *Developed and optimised a tool for processing customer data into clean CSV format.*  
Jira            *Managed and resolved multiple backlogged bugs each sprint.*  
Agile          *Daily stand-ups meant reporting under a fast-paced, collaborative environment.*

### Scholarly - Maths Tutor

Sept 2019 - March 2020

Due to my strong A-levels, I took the opportunity to teach as a maths tutor. I was in charge of the mathematical development of multiple GCSE and A-level students.

Communication *Liaised with the pupil's guardian to report progress and adapt teaching.*  
Organisation   *Scheduled multiple students alongside their individual materials.*  
Improvement   *Sought and implemented feedback given from teaching sessions.*

### Kingston Smith - Work Experience

Aug 2016 - Aug 2016

During summer, I undertook work experience at a top 20 firm of chartered accountants. There, I shadowed a tax consultant for two weeks.

Excel            *Managed client data using Excel VBA.*  
Professionalism *Gained insight into a corporate and professional work environment.*  
Communication *Tasked with maintaining email communication with clients.*

## PROJECTS

---

### Warwick Game Jam

[Link](#)

Participated in the annual Warwick Game Jam with a teammate. This was an exciting opportunity to collaborate with another person to bring together a shared vision of a game within a few days.

Unity, C#        *Developed a 3D game inspired by the Wheel of Time within two weekends.*  
GitHub         *Code reviews for effective collaboration, ensuring individual changes were aligned.*  
Communication *Effective communication was essential for bringing the game to completion on time.*

## Procedural Animation Library

[Link](#)

Developed a library to assist in the creation and management of procedural animation techniques in Unity. This was a great learning experience, which allowed me to develop my knowledge of game development and tool creation.

Unity, C#	<i>Development was targeted to at Unity developers using the Animation library.</i>
GitHub	<i>Optimised repository for Unity use by utilising Git LFS and .gitignore.</i>
AI	<i>Implemented A* Pathfinding and sensory functions in combination with procedural animation.</i>

## Mentor Bank

[Link](#)

As a team, we created a mentor-mentee matching app according to the requirements given by Deutsche Bank. Oversaw the unit testing of the back and front-end, ensuring that the machine learning algorithm and validation techniques ran robustly.

Python	<i>Unit tests were written in Python to communicate with the gRPC server.</i>
GitHub, CI/CD	<i>Allowed for automatic unit testing upon repository changes.</i>
Agile	<i>Assisted in coordinating the team, ensuring tasks were clearly defined each sprint.</i>

## INTERESTS

---

Outside of games, I take any opportunity I can to travel and experience new cities and landscapes. My favourite, yet most horrible trip was during my A Levels. My friends and I were sponsored by the Mark Evison Foundation to embark on a week-long hike across the Cairngorms. It was an experience I'll never forget.

Asides from travelling, I also love to read in my spare time. I find reading allows me to meditate and absorb a new perspective before starting my busy day. My latest read was Ikigai, by Ken Mogi.