

Dinh Huy Henry Ha

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SUMMARY

I am an enthusiastic computer science graduate who is energised by collaborative environments and technical challenges. I am consistently seeking to improve my knowledge of games development and am seeking valuable experience in the field. Most recently, I have completed a 16 week games programming course with The Developer Academy and made it as a finalist for SFAS 2024.

PROGRAMMING LANGUAGES

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

SOFTWARE

- Unreal
- Unity
- Perforce
- GitHub

EDUCATION

2020 - 2023	BSc Computer Science at University of Warwick	(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	A Levels at St. Thomas the Apostle College	
	Mathematics	(A*)
	Further Mathematics	(A*)
	Physics	(A)
2012 - 2017	GCSEs at St. Thomas the Apostle College	
	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 - Dec 2023

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 (Perforce), 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

Search For A Star - Finalist

[Link](#)

Became a finalist in Grads In Game's 2024 Search For A Star competition. This project was scored and rated by a range of industry professionals and was an incredibly fun technical challenge.

DirectX, C++ *Developed a 2D observation game, using C++ and DirectX only.*
Behaviour Trees *As a technical challenge, a behaviour tree was also made from scratch using modern C++ techniques such as coroutines.*
GitHub *Version control for the project.*

Terminal - Horror Shooter

[Link](#)

Terminal is a horror shooter made using C++ and UE5. This project contains four unique enemies, which showcase different behaviour tree implementations. Utilises a range of animation and AI techniques.

Unreal, C++ *Developed a 3D game which focuses on combating unique AI enemies.*

EQS, BTs *Techniques such as behaviour trees and Unreal's EQS are combined to create different behaviours.*

Perforce *Version control and collaboration.*

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# *Development was targeted to at Unity developers using the Animation library.*

GitHub *Optimised repository for Unity use by utilising Git LFS and .gitignore.*

AI *Implemented A* Pathfinding and sensory functions in combination with procedural animation.*

INTERESTS

Outside of games, I take any opportunity I can to travel and experience new cities and cultures. My favourite, and yet most horrible trip was during my A Levels when 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 a busy day. My latest read was Ikigai, by Ken Mogi.