CURRICULUM VITAE

NGUYEN DUY CONG

PERSONAL DETAILS

Full Name	NGUYEN DUY CONG
Job Titles	Mobile Game Developer
Date of Birth	October 9th , 1992
Place of Birth	Ha Noi, Vietnam
Gender	Male
Marital Status	Single
Home Address	Le Thi Rieng street, 12 dist, Ho Chi Minh, Viet Nam
Home Phone	
Mobile	(+84) 948601035
Email	congcoi123@gmail.com

SUMMARY INFORMATION

- Have 3 years of experience in development of Mobile Game (cross-platform frameworks, engine).
- Have 1 year of experience in backend development with Java.
- Good software design skills, especially in object-oriented design.
- Have experience in UI design for Mobile Application.

EDUCATION HISTORY

From: 06/2010 To: 01/2016	University/School: Ha Noi University of Science and Technology

EMPLOYMENT HISTORY

From: 11/2015 To: Present	Studio: Ten Games (http://tengames.info/) Job: Game Developer
From: 07/2015 To: 11/2015	Company: RikkeiSoft (http://rikkeisoft.com/) Job Title: Software Engineer Job Description: Developer
From: 02/2014 To: 07/2015	Studio: Viguys Entertainment (http://viguysentertainment.com/) Job: Game Developer
From: 04/2013 To: 02/2014	Company: Sunnet ITC Solution (http://sunnet.vn/en/) Job Title: Software Engineer Job Description: Mobile Game Developer

APPENDIX - PROJECT REFERENCE AND SKILL SET

ATTENDED PROJECTS		
From: 05/2016 To: 01/2017	Project Name	Gold Miner Online
	Company	NA
	Client	NA
	Project Size	1 person
	Position	Client, Server Developer
	Responsibilities	Development
	Project Description	Develop the both server & client sides for game. Deploy and build game in multiplatform (Android, iOS) **- Reference:** https://goo.gl/xpto2n **- Preview:** https://goo.gl/eafnkY
	Used Programming Languages	C++, Java
	Used Technologies	Cocos2dx 3.13.1, Netty, Jetty
From: 02/2016 To: 04/2016	Project Name	Turn-based Card Game Online
	Company	NA
	Client	NA
	Project Size	2 people
	Position	Client Developer
	Responsibilities	Development
	Project Description	Develop the client-side for game. Deploy and build game in multiplatform (Android, iOS)
	Used Programming Languages	C++
	Used Technologies	Cocos2dx 3.8.1, SmartFox SDK 1.6
From: 08/2015 To: 01/2016	Project Name	Player Highscore Saving System
	Company	NA
	Client	NA
	Project Size	1 person
	Position	Developer
	Responsibilities	Development
	Project Description	Develop a web base system for saving the best score of players in mobile games
	Used Programming Languages	Java, Javascript
	Used Technologies	GWT (Google Web Toolkit), GAE (Google App Engine)
From: 08/2015 To: 11/2015	Project Name	ZUA
	Company	Rikkeisoft

	Client	NA
	Project Size	NA
	Position	Developer
	Responsibilities	Development
	Project Description	Use the ZENRIN map data to build a simple map
	Used Programming Languages	C#
	Used Technologies	Unity 3D
From: 04/2013 To: 02/2014	Project Name	Android Casual Games Store
	Company	Sunnet ITC Solution
	Client	NA
	Project Size	1 person
	Position	Developer
	Responsibilities	Development
	Project Description	Develop serveral mini casual games (about 15 games) for Android store
	Used Programming Languages	Java, C++
	Used Technologies	Libgdx, Cocos2dx

INFORMATION TECHNOLOGY SKILLS

Experiences: 0: 0 month	2: 6 – 12 months	4: 2 – 5 years
1: 1 – 6 months	3: 1 – 2 years	5: > 5 years
Last used: Last year used		
Expert level: 1: Beginner Level	3: Sometimes have to use manuals	5: Expert Level
2: Always have to use manuals	4: Can solve problems	

	Experiences	Last used	Expert level				
			1	2	3	4	5
Platform							
Linux	2	2016		x			
Database							
MySQL	1	2016	x				
MongoDB	1	2016	x				
Programming							
Java	3	2017			x		
C/C++	3	2017			x		
C#	1	2015	x				
JavaScript	1	2017	x				
Frameworks/Middleware							
Libgdx	3	2015			x		
Cocos2dx	3	2017			x		
Netty, Jetty	2	2017		x			

FOREIGN LANGUAGE

Experiences: 0: 0 month	2: 6 – 12 months	4: 2 – 5 years
1: 1 – 6 months	3: 1 – 2 years	5: > 5 years
Last used: Last year used		
Expert level: 1: Beginner	3: Fluent	5: Translator
2: Conversational	4: Expert	

	Experiences	Last used	Expert level				
			1	2	3	4	5
Languages							
English	2	2016		x			
Japanese	4	2016		x			