# ĐỖ QUỐC THỊNH

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## INTRODUCTION

An enthusiastic game developer with 2-year experience working in the gaming industry. Have strong interest in various computer science fields, particularly Game Development and Design. In the short term, aim to try out with different roles related to game development process, while at the same time improve own skills and stay up to date with contemporary technologies.

## EDUCATION

**International University, Vietnam National University – Ho Chi Minh City**

*Bachelor of Engineering of Information Technology*, Computer Science          November 2018

Degree: Undergraduate          Major: Computer Science          Cumulative GPA: 3.72 (or 90.3)

## EXPERIENCE

**Asean Fan Inc.**

*Server-Side Programmer*                                              May 2019 – Present

- Maintain a multiplayer game with up to 1,000 concurrent players.
- Implement, debug, and optimize server-side features and computations using C++ programming language.
- Manage SQL database system with internal server-side functions and external scripts.
- Help debug and develop client-side features using in-house game engine (in C++ programming language).

**Gameloft Vietnam, Ho Chi Minh City**

*C++ Programmer Intern*                                              Jul 2017 – Sep 2017

- Learn and get familiar with game development process via Cocos2d framework.
- Develop a simple 2D platformer game for Android devices as final product.
- Attend technical training courses and volunteer activities to hone relevant skills.

## PROJECTS

**NFT Simulation Game**

Design prototype for a NFT farming simulation game.

- Work with co-founders to convey ideas into well-designed documents and diagrams.
- Brainstorm and draft new ideas as potential feature and / or future upgrades.
- Help with making and balancing game data.

**2D Platformer Game**

Develop a lightweight 2D platformer game as an internship product.

- Collaborate with other members in a 2-man team to create the game within the span of 3 months, using Cocos2d framework.
- Handle user interface, map, and enemy's behavior pattern design as well as related coding.
- Prepare reports and give presentation about the final product.

**2D Puzzle Game**

Create a simple 2D puzzle game as a university project.

- Personal work using LibGDX framework (Java) and Tiled map editor to develop.
- Adopt the styles and mechanics of other similar games in the genres.
- Utilize an ad-hoc story and level design, enough to outline different capabilities of the game without being too complicated.

## SKILLS

**Game Programming and Designing**

- Have experience using C++ game engine to maintain and optimize games in professional environment.
- Basic level in working with different game frameworks and engines, including Unity (C#).
- Familiar with some aspects of game design and balancing.

**Database Management**

- Have experience handling data in SQL Database System (via procedures, queries, etc.) in professional environment.

**Other Relevant Skills**

- Intermediate level in using Version Control System (Git and SVN) to manage files and source codes.
- Have experience handling Google Doc and Spreadsheet documents (with built-in functions).
- Intermediate level in English (past IELTS 7.5): comfortable with reading, listening, and writing skills; decent in speaking skill.