VU DUY HA
SOFTWARE ENGINEER

WORK EXPERIENCE

INTERN GAME DEVELOPER
OneSoft - Rocket Games Studio, Hanoi, leading game studio in Southeast Asia.
January 2022 to May 2022
(5 months)

- Developed and designed mobile games using C#/ Unity. Worked directly in 2 products.
- liaise with artists, designers and the marketing team in order to complete and deliver the product.
- Understood industry and business operations.

INTERN JAPANESE BRIDGE SOFTWARE ENGINEER
FPT Software, Hanoi, global leading technology and IT services group.
September 2021 to December 2021
(4 months)

- Trained in basic web programming, creating websites with Java/Servlet, HTML, JavaScript,...
- Trained in intermediate level Japanese, specialized in IT and business Japanese communication, specifically targeted the Japanese IT market

SUMMARY

Graduated Software Engineering student of FPT University, Hanoi with a strong background and a wide range of skills. Has experience in Game Development, Web Development and Blockchain Development; always eager to learn new things and looking forward to new challenges.

EDUCATION HISTORY

STUDENT
Institution: Tran Phu Gifted Highschool, Haiphong

- Graduation: October 2019.

BACHERLOR OF INFORMATION TECHNOLOGY (SOFTWARE ENGINEERING)
Institution: FPT University, Hanoi

- Entrance scholarship with 70% tuition fee.
- Graduation: January 2023.

RELEVANT SKILLS

- 10 months experience in C#/Unity.
- 10 months experience in Java/Spring Boot
- C/C++, JavaScript, Solidity
- 2D & 3D Game Development
- Blockchain Application Development
- Communication using English (IELTS 7.0) and Intermediate Level Japanese.
- Networking using REST
- Technical Documentation

NOTABLE PROJECTS

"TOAD KING" - FPT UNIVERSITY CAPSTONE PROJECT
FPT University
September 2022 to December 2022
(4 months)
- Developed a complete blockchain - PlayToEarn game in the theme of raising toads and collecting, trading NFTs from them.
- Developed a 2D WebGL game using C#/Unity serving as the main product.
- Deployed and operated a private blockchain system using Hyperledger Besu, created smart-contracts using Solidity and Ethereum ecosystem.
- Developed a backend functionality system using Java/Spring Boot including the trade function, front-end communication using REST.
- Was the Technical Leader of a team of 5 members, collaborated using Git.
- Designed architecture and system for the project.
- Read and wrote documentation.
- Link: github.com/havud29/toad-king
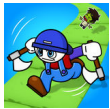
ZOMBIE AMAZE! FACTORY ESCAPE
Rocket Games Studio
January 2022 to March 2022
(3 months)
- Solo-developed a 2D puzzle mobile game at the company request within the span of 3 months, using C#/ Unity.
- Programmed and designed nearly 100 levels of diverse gameplay and mechanics.
- Optimized and configured the product for Android build.
- Published the product on Google Play with 5000 downloads and a 5-star rating from over 31 reviews. (before being unpublished by the company)

THE ADVENTURE - AN ARDUINO GAME
FPT University
January 2021 to April 2021
(3 months)
- Solo-developed a simple single-thread 2D endless bullet-dodging game using C++ on Arduino, graphically displayed on LCD 16x2 screen and controllable using a pushbutton.
- Set up an embedded system and simulated the functionalities under Tinkercad.
- Link: github.com/havud29/the_adventure_arduino_game

UE4 Study Project
- Personal study project for Unreal Engine 4: a simple, interactable Third Person Action prototype using Blueprint and C++.
- Understood several concepts of Unreal Engine 4 and comfortable with the workflow.
- Link: github.com/havud29/studyprjUE4