

Long T. Hoang

lth1092@rit.edu | 585-754-4378

github.com/Vestroie | www.linkedin.com/in/longtuanhoang

OBJECTIVE:

Seeking a summer internship or co-op software development position with a focus on strong programming skills in C#, C++ and Unity. Available: May – August 2020.

EDUCATION:

Rochester Institute of Technology, Rochester, NY

August 2018 – Expected May 2022

Bachelor of Science, Game Design and Development

GPA: 3.69

Relevant Courses: Game Development and Algorithmic Problem Solving II (C#), Interactive Media Development (C#, Unity)

SKILLS:

Programming Languages: C#, HTML, CSS, C++, SQL

Tools: Visual Studio, Unity, Autodesk Maya, Unreal Engine 4

PROJECTS:

Boomerang Unity/C# Game (Personal Project) June 2019 – Present

- Using the Unity Game Engine and C# to develop a 3D platformer adventure game.
- Implemented player movement system, boomerang special mechanics and simple enemy AIs.
- Currently improving movement system for more fluid traversing.

The Golden Ankh (Academic Project) January 2019 – May 2019

- Created a platformer game using the MonoGame framework in a team of 3.
- Implemented the movement system, collision detection, and animations.
- Created 2D sprites and animations.

The Little Empress (Game Jam Project) October 2019

- Developed a platformer adventure game themed after the tarot card the Empress in 48 hours using Unity 3D.
- Produced the majority of artworks in the game, including the player avatar, the platform elements and background.
- Participated in the game design and level design process.