









# LE NGUYEN THANH LONG

Game Developer

## Contact information

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## OBJECTIVE

Hope to join as a game developer in a professional environment. Utilize current game programming knowledge and recent insights and learn more Unity Engine and Unreal Engine programming to program and create game projects. As a game developer, my vision is to make solid, complete, and high-quality games in order to contribute to the company's success.

## Skills

### Programming::

C#,Java,C and C++

### Design::

Blender,Photoshop,Illustrator

### Other::

Office,English,Teamwork

## EDUCATION

**HO CHI MINH CITY UNIVERSITY OF TECHNOLOGY - HUTECH | 05/2018 - NOW**

Information Technology

Software Programming

## EXPERIENCE

**Unity Developer | 12/2019 - NOW**

Self-Education

### Projects:

- Flappy Bird.
- Doggy Movement.
- Save Grandmother.

### Acquired knowledge:

- The fundamentals of OOP.
- Use available packages and plugins.
- Programmable ability, logical thought.
- Read and comprehend English, basic and advanced

**ANDROID APPLICATION (Java) | 11/2021 - 01/2022**

Team Leader

**Description:** Boom bang

### Duties:

- Character movement with joystick.
- Enemies follow the character.
- Design UX/UI.

### Acquired knowledge:

- Understand Repository Pattern.
- Have knowledge of multi-thread.
- Self-study improvement.
- Design UX/UI.

**ANDROID APPLICATION (Java) | 09/2021 - 12/2021**

Team Leader

**Description:** FFATS quick booking food app

### Duties:

- Data system design and building.
- Dijkstra's algorithm.
- Priority queue.
- Map direction.
- Design of functions and data processing.
- Design UX/UI.

### Acquired knowledge:

- Research and use map data retrieved from OpenStreetMap.
- Understand how to use google map API.
- Understand Dijkstra's algorithm.
- Self-study improvement.
- Design UX/UI.

## Interests

- Research specialized books
- Guitar - Singing
- Learn and study software knowledge along with technological development

## Work Experience

### EG TECH GROUP COMPANY LIMITED |

03/05/2021 - 04/08/2021

Game Development - Fresher

#### Duties:

Server Socket (Java)  
Shooting Fish/ Animal (C#) - Unity

## Certifications

01/2021: Certificate of participation in Game Jam 2020

## References

Nguyễn Tiến Long (Co-Worker)  
Phone: 0397475616

Nguyễn Đức Nhật Thanh  
(Recruiter)  
Phone: 0933383098

### ANDROID APPLICATION (Java) | 03/2021 - 07/2021

Team Leader

**Description:** Fitness Scheduler & Time Management App

#### Duties:

- Data system design and building
- Design of functions and data processing.
- Design UX/UI.

#### Acquired knowledge:

- Programmable in Java and Android Studio.
- The fundamentals of XML.
- Master the key Android SDK principles.
- Enhance abilities in teamwork
- Self-study improvement.
- Design UX/UI.

### WEB APPLICATION (C#) | 05/2021 - 07/2021

Team Leader

**Description:** Wedding fruits

#### Duties:

- Data system design and building.
- Design UX/UI.

#### Acquired knowledge:

- ASP.NET MVC Pattern.
- Self-study improvement.
- Design UX/UI.

### ARTIFICIAL INTELLIGENCE | 09/2020 - 11/2020

Team Leader

**Description:** Research on Game Theory & Algorithms A\*

#### Duties:

- Study Game Theory and A\* Analysis Algorithms.

#### Acquired knowledge:

- Understand how to calculate Object's shortest path.

### Windows Form Application (C#) | 09/2020 - 11/2020

Team Leader

**Description:** Offline car rental & management software.

#### Duties:

- Data system design and building.
- Design of functions and data processing.
- Design UX/UI.

#### Acquired knowledge:

- The fundamentals of MVC and Entity Framework.
- OOP's foundations.
- Enhance abilities in teamwork
- Self-study improvement.
- Design UX/UI.