



LE NGUYEN THANH LONG

IT Developer

- 18/06/2000
- Nam
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- 179 Quarter 3, Tan Bien Ward, Bien Hoa City, Dong Nai Province
- <https://long18.github.io/>

SKILLS

- Office
- English
- Teamwork
- C#
- Java
- C/C++
- Photoshop
- Illustrator

INTERESTS

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



EDUCATION

HO CHI MINH CITY UNIVERSITY OF TECHNOLOGY - HUTECH

Information Technology

Software Programming

05/2018 - NOW



EXPERIENCE

UNITY DEVELOPER

Self-Education

12/2019 - NOW

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

WINDOWS FORM APPLICATION (C#)

Team Leader

09/2020 - 11/2020

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.

ARTIFICIAL INTELLIGENCE

Team Leader

09/2020 - 11/2020

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.

ANDROID APPLICATION (JAVA)

Team Leader

03/2021 - 07/2021

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.

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.

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.

**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

**REFERENCES**

Nguyễn Tiến Long (Co-Worker)
Phone: 0397475616

Nguyễn Đức Nhật Thanh (Recruiter)
Phone: 0933383098



CERTIFICATIONS

Certificate of participation in Game Jam 2020

01/2021