









LE NGUYEN THANH LONG

Game Developer

Contact information

-  18/06/2000
-  0918399443
-  us.thanhlong18@gmail.com
-  <https://long18.github.io/>
-  179 Quarter 3, Tan Bien Ward, Bien Hoa City, Dong Nai Province
-  Nam

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:

- Toilet Tap Tap.
- 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.