



Nguyễn Đức Hoàng

Junior Unity Developer

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EDUCATION

Sep 2017 - Jan 2022	Ho Chi Minh City University of Technology (BKU) GPA: 7.55/10.0
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GAME PROJECTS

Oct 2022 - present	"Troublesome B.L.O.C.K", Programmer (team of 2) Single player, 3D, mobile, puzzle game similar to Railbound. - Coded player movement and behavior using collision and trigger detection. - Designed and arranged the levels (150+ levels).
Jun 2022 - Oct 2022	"Car Project", Programmer (team of 2) Single player, 3D, mobile, endless runner, roguelike, shooting. - Coded 3D physics engine utilizing collision response and suspension. - Implemented AI framework and basic behavior for enemy using raycast and collision detection. - Designed and arranged the levels.

CERTIFICATIONS

2020	TOEIC Listening and Reading Score: 865/990
2020	VietAI - Foundation of ML/DL Class 06

SKILLS

Programming Languages	Python, C#, Java, Dart.
Game engine	Unity, Godot.

INTERESTS

I like gaming, music and street workout.