

TRUONG SY DAT

UNITY DEVELOPER (INTERNSHIP)

Education

FPT University (Hanoi Campus)
Software Engineering | September 2020 - Now

- Semester: 5/9

Objectives

Become Unity Developer in short-term.

Personal Information

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 Ha Noi, Viet Nam
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Skills

Programming Language:

- Java OOP: 12 months
- C# for Unity: 6 months
- .NET Core: 3 months

Game Develop:

- Unity Engine 2D: 6 months

Other technical: Git

Database: MS SQL:

- Basic query: select update, delete, joins

Soft skills: English, teamwork

PROJECTS

Semester 4/9:

March 2022

Aden Tales



<https://github.com/MoKaChi208/aden-tales>

- Learn how to make a Unity 2D RPG game with tutorial.
- Device: Windows 10
- Using Navigation mesh agent.
- Design map using Tiled Map Editor and SuperTiled2Unity.
- Using graphics from game Soul Knight.

Semester 5/9:

JULY 2022

Aden Arena



<https://github.com/MoKaChi208/aden-tales>

- A Unity 2D RPG game online.
- Device: Android
- Design map using Tiled Map Editor and SuperTiled2Unity.
- Team size: 3
- Role: Develop controller.

CERTIFICATES

- Software Development Lifecycle(Coursea) MAR 2022

<https://github.com/MoKaChi208/CV/blob/main/SoftwareDevelopment.pdf>