




NGUYỄN QUYẾT THẮNG

GAME DEVELOPER -
INFORMATION SYSTEMS STUDENT

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 <https://github.com/Dts299004>

LANGUES

- Vietnamese: Native
- English: Intermediate

SKILLS

- Unity Engine (Tilemap, Animation, Prefabs, UI Toolkit)
- C# scripting for gameplay logic
- Basic enemy AI and player controls JSON save/load system
- Git for version control
- Familiar with debugging, prototyping, and testing
- SQL, relational databases Basic knowledge of
- Business Intelligence (BI)
- Communication and teamwork

PROFILE SUMMARY

I am a final-year third-year student majoring in Information Systems at Ho Chi Minh City University of Technology (HUTECH), with a passion for game development and system design. I'm currently developing a 2D action-adventure game using Unity and C#, where I apply both programming logic and creativity to build gameplay systems. My goal is to become a well-rounded game developer, combining technical skills with a strong understanding of player experience and system architecture. I am eager to join a game development challenge to improve my skills and collaborate with other passionate developers.

ACADEMIC BACKGROUND

- Bachelor of Engineering in Information Systems (In Progress) Ho Chi Minh City University of Technology – HUTECH
- Expected graduation: 2026
- Key subjects: Software Engineering, Game Programming (C#), System Analysis, Database Systems

PROJECTS

- 2D Action-Adventure Maze Game (Ongoing Project) Role: Game Programmer Programmed character mechanics: movement, jumping, attacking Designed UI: health bar, inventory system Implemented enemy AI (patrol, detection logic) Built levels using Unity Tilemap, created events and triggers Used GitHub for version control and team collaboration Technologies: Unity, C#, Git