

# Nguyễn Triệu Từ

GAME DEVELOPER FRESHER

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📍 Linh Trung, Thu Duc, Ho Chi Minh City

## JOB OBJECTIVE

- **Short-term goal:** I want to focus on developing my programming skills so I can participate in IT projects and improve my knowledge and experience.
- **Long-term goal:** I aim to become an expert in the field of Information Technology in general and software in particular. I will strive to achieve Junior Game Developer status within the next 1-2 years.

## EDUCATION

University of Information Technology - Vietnam National University, Ho Chi Minh City

9/2021 - 9/2025

Computer and communications networks

Third-year student

## SKILLS

### Game developer

- Relatively good use of the **Unity Engine**.
- Able to use languages: **C#, Java, C/C++, SQL, ...**
- Have good knowledge of **Object-oriented programming (OOP)**.
- Basic knowledge of **DSA**.
- Have basic knowledge **SOLID**, **Design Pattern** (Singleton Partten, Pooling Object, Observer Pattern),...

### English Skill

- Able to read and understand English documents.

### Other skills

- Have relatively good teamwork skills.
- Have creative ability.
- Know how to analyze problems

## WORK EXPERIENCE

Product's name: Ninja Adventure (2D RPG)

11/2023 - 03/2024

- Link Google Play Store: <https://bom.so/NinjaAdventure>
- Link github: <https://github.com/NguyenTrieuTu1212/The-Ninja>
- Link video demo: <https://youtu.be/z3K9JbacKw4>
- Number of members: 1 (Personal Project)
- Product features:
  - + There is a mechanism to **upgrade player attributes** in the game.
  - + Deploy and apply the **FSM system** in the game.
  - + There is an **inventory system**, mechanisms for **picking up** and **storing Items** in the inventory.
  - + There are **Quest and Dialogue systems**,.... to help players do missions.
  - + Has the function to **save and load game data**.
  - + Apply techniques to optimize game performance: **Design Patterns**(Singleton Pattern, Object Pooling Pattern), **DRY principle**, ....

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**Product's name:** The Exit (2D Platformer)

03/2023 - 09/2023

- **Link github:** <https://github.com/NguyenTrieuTu1212/TheExit>
- **Link video demo:** <https://youtu.be/Cfc5kreMMM>
- **Number of members:** 1 (Personal Project)
- **Product features:**
  - + Use Unity Engine (C#) for development.
  - + Using techniques to create effects for games **Partical system, Light**,...
  - + Apply techniques to optimize game performance: **Design Patterns**(Singleton Pattern, Object Pooling Pattern), **DRY principle**, ....
  - + There are **traps and enemy systems in the game**.
  - + Has the function to **save and load game data**.

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**GamAppUIT Club Collaborator**

11/2023 - Present

**Page CLB:** <https://bom.so/Y4Poka>

- Be guided by teachers in game development.
- Improve knowledge and process of making a game professionally
- Get a professional learning and practice environment
- Have the opportunity to learn new knowledge

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