Ninh Hoang

Profile

My name is Ninh Hoang, an IT enthusiast and I am aiming to be a game developer. I have interest and experience with various creative fields from audio, motion graphics design to software engineering and especially game development. I am eager to take on hard tasks and learn various new skills to support my future game career.

Please visit my portfolio to see details about my projects.

■ Technical Skill:

| Unreal Engine | Premier | C++ | SQL |
|----------------|-----------|----------|-----|
| Unity | Photoshop | C# | |
| Visual Studio | | С | |
| Git | | Java | |
| Android Studio | | Python | |
| Arduino | | Ruby | |
| After Effect | | HTML/CSS | |

Details

114 Chapel Road, Flat Bush, Auckland, 2016, New Zealand, 0223906846

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Hobbies

Music, Illustration, Game

Links

Portfolio Github

Employment History

Software developer at Vietcom LTD, Hanoi, Vietnam

November 2018 — February 2019

Creating a software which enables hospital personnel to communicate and control various operating room machinery via a touch screen.

Motion Graphics Designer and Promoter at Various Labels

August 2017 — Present

Taking commission for making album crossfade videos, MVs, short animations ...etc from various Doujin music labels from Japan: Seardrop, NIZI-RINGO, Silence Records, Pallete...

Education

Bachelor of Information Technology, Otago Polytechnic, Dunedin

February 2016 — November 2019