VUONG DUONG THAI HA

LinkedIn | GitHub

Location: Ho Chi Minh City, Viet Nam

Email: vuongha16104@gmail.com | **Mobile:** +84 941 496 764

Objective

Short-term: I want to gain more knowledge about the principles and technologies related to game development.
Long-term: I will strive to go as far as possible in the game industry.

Education

VNU-HCM University of Information Technology *2022 - Present*
Computer Science - GPA: 8.43/10

Technical Skills

Design Patterns
Factory, Decorator, OOP, Command, Observer

Programming
C++, Python, C#, JS

Platforms & Others
Linux, Docker, K8S, Google Cloud

Soft Skills

Adaptability and Continuous Learning: Quick learner, adaptable to new technologies and frameworks.
Teamwork: Excellent team player with strong communication and collaboration skills.
Language: Proficient in English reading and listening; capable of understanding technical documents effectively.

Projects

UvsU - GameLoft Mentorship Program 2024 *Jul - Aug 2024*
Unity, Command Pattern, Observer Pattern, DoTween Source Code

- Created a puzzle platformer where an angel and a demon must work together to complete levels. The goal is for the angel to reach the gate while overcoming obstacles and avoiding interference from the demon.
- Used the Command pattern to track player actions, allowing undo/redo moves and improving gameplay control.
- Added smooth animations with DoTween and built custom jump logic to make character movement feel more natural and fun.

UNO - A Turn-based card game *Feb - Jul 2025*
Unity, Factory Pattern, Observer Pattern, Decorator Pattern, State Machine Source Code

- Created a 1v1 turn-based card game inspired by UNO, where players use skill and counter cards to outplay each other.
- Designed a flexible system using Factory, Decorator, and Observer patterns to manage cards, UI updates, and game logic.
- Built smooth and responsive UI animations with DoTween to improve clarity and player experience.
- Developed a custom turn manager to handle player turns, events, and animations in a clean and organized way.

Solar System - A 3D interactive simulation *Apr - Jun 2025*
Three.js, OrbitControls, Tweakpane, EffectComposer, Kepler's Laws Source Code

- Created a 3D solar system simulation with Three.js to help users explore how planets move and relate to each other in space.
- Used Kepler's laws to calculate how each planet orbits, making the motion look realistic.
- Added a control panel with Tweakpane so users can adjust parameters like orbit speed and light brightness based on real-world time ratios.