# PHAM DINH TRI

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#### **EMPLOYMENT**

## **Software** Engineer

## **FPT Software Company**

May 2017 – Present

In-Vehicle Infotainment (IVI)

- Develop projects and applications of in-vehicle infotainment systems in the field of Automotive.
- · Lead a team of 4 members.
- Created a Can Simulation tool to save 20% man-months of the project.
- Created a TsGeneration tool to convert from an excel file to .ts files (Qt Translation Files).
- Worked on-site in Korea when product audits in 2017 and 2018.

## **Game Developer**

## Tamtay Global Pte (TG)

Sep 2016 - May 2017

- Maintain and fix bugs for the client side of the Paithai (an online card game in Thailand) using Cocos2d-x.
- Convert and maintain Pusoy Pinoy (an online card game in the Philippines) from ActionScript to Cocos2d-js.

### **Game Developer**

## **Vietnam Jingle Software Company**

Jun 2015 - Aug 2016

 Implemented some mobile games for children such as Baby Dress up, English for kids,.. using Cocos2d-x, Unity2D.

## Game Developer, Intern

#### GameMost JSC

Jan 2014 - May 2015

- Implemented some casual games: Bomberman, Tower defense, Line98,... using Cocos2d-x.
- Made the game more interesting by applying the pathfinding algorithm (breadth first search).

### **TECHNICAL EXPERIENCE**

#### **Projects**

- In-Vehicle Infotainment (2017-2022). Develop projects and applications of In-vehicle infotainment systems in the field of Automotive for Korea OEM. C++, Qt/QML.
- CAN Simulation (2021). A tool to simulate CAN signal, It help member in the project can test CAN signal without real CAN hardware device. CAN hardware is expensive, and has only 1 device for the project. Useful when working from home. C++, Qt/QML.
- **TsGenneration** (2017). TsGeneration tool to convert from an excel file to .ts files (Qt Translation Files). Reduced manual tasks when updating multi-language translation...
- **Bomber Hero** (2014). (https://apps.apple.com/vn/app/bomberhero/id892667595) A video game mobile like Bomberman classic. Cocos2d-x, C++.

### **ADDITIONAL EXPERIENCE AND AWARDS**

- EMPLOYEE OF THE YEAR (2018): Employee of the Year in the top 20 at the business unit, out of 300 people.
- EMPLOYEE OF THE YEAR (2021): Employee of the Year in the top 20 at the business unit, out of 400 people.

## **LANGUAGES AND TECHNOLOGIES**

- Qt/QML; Cocos2d-x; Unity.
- C++; Java; Objective-C; C#; JavaScript .
- Qt Creator; Android Studio; Visual Studio; Xcode.

### **EDUCATION**

### Ianoi Hanoi University of Science and Technology

Sep 2009 – Jan 2014

• B.S.E. in Mathematics and Informatics (Incomplete).