



Ngo Tai Phat

Game Developer

Feb 27th, 1998

Male

+84967162652

phatsngoo2702@gmail.com

Hanoi, Vietnam

www.fb.com/gau.nhoibom.14

// OBJECTIVE

Born in 1998. Started learning coding since university. Finding new challenge after 2 years involved in game development. Have experiment in SQL and Firebase.

// PROJECTS

Brickmaster (Oct 2018 - Now)

Customer	3W jsc
Description	- The most unique Bricks and Balls game ever!
Team size	2
My position	Lead Developer
My responsibilities	- Coding system, tracking the progress of project
Technologies used	- Unity 2018

Fancy Spades (Aug 2018 - Dec 2018)

Customer	Fancy corn,ltd
Description	- An outsource cards game for USA region.
Team size	4
My position	Developer.
My responsibilities	- Development UI,system,Firebase and gameplay, sometime make visual effect
Technologies used	- Unity 2018

Autism (April 2018 - June 2018)

Customer	Unknow
Description	- An outsource VR project for teaching autism kids.
Team size	2
My position	Developer
My responsibilities	- Development gameplay,make visual effect
Technologies used	- Unity 2017

Fearless Run (Aug 2017 - Dec 2017)

Customer	Techkids-DTA Mobile-3W Jsc
Description	- An endless running game. It will publish on AppStore and Play Store in next month? Maybe, let's wait.
Team size	17
My position	Developer
My responsibilities	- Development
Technologies used	- Unity 2017

Run Or Die (Jul 2017 - Aug 2017)

Customer	Techkids
Description	- Two players running and have to kill another.
Team size	3
My position	Developer
My responsibilities	<ul style="list-style-type: none">- Analysis and design- Development- Review code- Bug Fixing
Technologies used	- Unity 2017

// WORK EXPERIENCE

3W Jsc

March 2019 - July 2019

3W Jsc

Dec 2017 - Now

Techkids Game Studio

Sep 2017 - Nov 2017

Lead Game Developer

Manage developer team for production.

Game Developer, Technical Artist

Building Physics for our game, sometimes building map, doing animation if needed. Coding UI system too. And making visual effect for our game.

Intern Developer

Building physics, UI, import Ads to game. Optimize size of game.

// SKILLS

Unity

Teamwork

Research

Firebase

English

SQL

Photoshop

// EDUCATION

Sep 2016 - 2020

Thang Long University

Major: Computer Science

GPA: 3.08/4

// REFERENCES

Tôn Hồng Đức

Founder of Techkids Game Studio

Mail: itsavvt@gmail.com

Nguyễn Kỳ Quang

Founder of 3W Jsc

Mail: quanglano2510@gmail.com