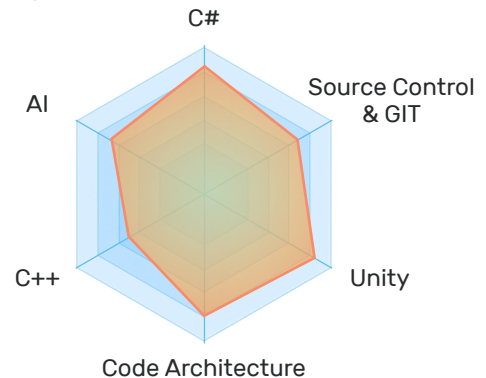


Tôi là một lập trình game và đã tốt nghiệp với trường Academy of Interactive Entertainment ở tại Melbourne, Úc. Tôi là người có tâm huyết và đam mê phát triển game, bản thân luôn năng động, chăm chỉ, tận tâm với công việc, đồng đội và luôn tích cực học hỏi thêm về phát triển game.



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[r1st.github.io](https://r1st.github.io)

[linkedin.com/in/tnyle](https://linkedin.com/in/tnyle)

## EMPLOYMENT

Sep 2022 - Dec 2022

**Unity Developer** - GameJam LLC - Onsite, Ho Chi Minh City, Vietnam

- Keep mobile apps up to date by performing general updates and bug fixes
- Refactor old systems and build tools to help migrate to improved system with increased performance and speed
- Internally test team built apps for quality assurance
- Participate and assist with various NFT events held by the company

Sep 2019 - Jun 2022

**Walkie Talkie** - [r1st.github.io/walkietalkie](https://r1st.github.io/walkietalkie) - Wicked Fiction LLC - Remote, Startup

First person adventure game

- Designed, architect and implement all systems in the game from scratch
- Help market the game by being active on socials and posting progress video
- Ensure technical documents are up to date
- Help designer increase productivity by creating custom in editor tools

## PROJECTS

2022

**Ball Tag** - [r1st.itch.io/ball-tag](https://r1st.itch.io/ball-tag) - 100+ hours

Casual sports game, Special Project

- Architected, designed, programmed project with emphasis on correct coding standards for ease of debugging, modularity and meeting SOLID principles
- Implement AI system on a fixed loop to improve game performance
- Applied optimizations such as object pooling to reduce garbage collection
- Utilized tweening technologies for ball movement
- AR technology utilized to project game world onto the real world
- Low poly 3D assets modeled

2019

**StormRend: Realm in Ruin** - [r1st.github.io/stormrend](https://r1st.github.io/stormrend) - AIE Melbourne - 8 Months

Turn-based strategy game, Major Project

- Ensuring codebase is clean, flexible and well architected.
- Responsible for implementing main core systems ie. stackable state machine, user input controller
- Developed the AI system and behavior editor
- Assist designers by creating various tools such as map editor and ability & effects editor

## COMPUTER SKILLS

I am proficient in using both Windows and Mac based systems, and as an all rounder I am familiar with many software genres including 3D graphics or CAD, 2D graphics, Audio processing programs, Video editing as well as Office Suite document editing software

PHOTOSHOP

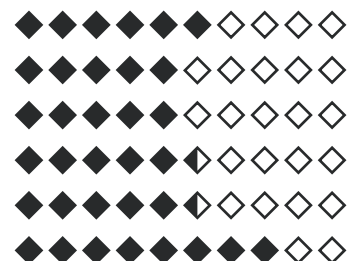
BLENDER

AUTOCAD

AUDIO EDITING

VIDEO EDITING

OFFICE SUITE



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2011-2020

Bunnings

Team Member

- Help increase stock flow by 10% and reduce waste output
- Provided practical knowledge and assistance to customers on their DIY projects

2010-2011

Small Business Marketing Specialist

- Self-employed
- Incorporated a company and maintained business aspects such as accounting and stock-keeping
- Help clients implement effective marketing strategies to increase their bottom line

9/2009-6/2010

Ronin Handyman Services

- Establish relationships with local real estate agents
- Worked on various jobs from painting, tiling, cleaning and general repairs and maintenance on properties around Brisbane

## EDUCATION

2018-2020

Academy of Interactive Entertainment

Melbourne, Australia

- Advanced Diploma of Professional Game Development (Programming), Completed in the 2nd Year
- Successfully completed a Diploma of Digital and Interactive Games in 2018
- Studied physics, computer graphics, complex data systems, extended reality systems and professional production

## LANGUAGES



## HOBBIES

GUITAR TENNIS JDM CARS