



**BOUNTHIEM.
XAYSONGKHAM**

**TALENTED
SOFTWARE
DEVELOPER**

INTRODUCE

I am a creative full-stack senior developer. With 10+ years of experience in a broad range of software development projects, I keep a strong focus on productivity and quality. I look at software development as a craft, and constantly works on improving my own skills and knowledge.

CONTACT

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DATE OF BIRTH

07-27-1993

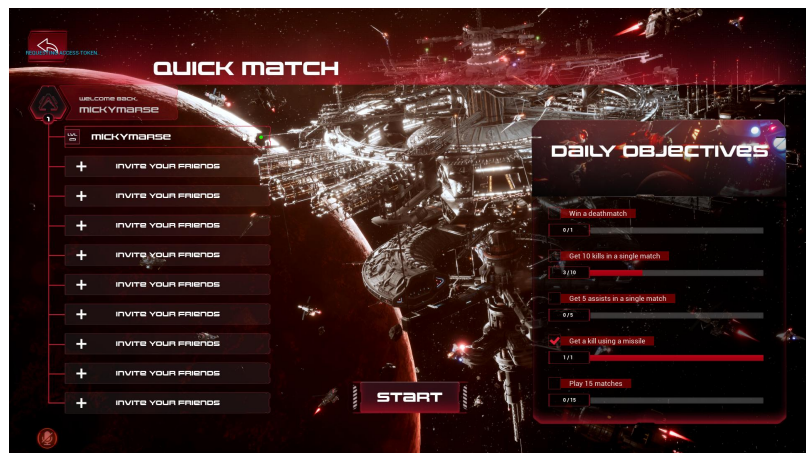
EDUCATION

Huazhong University of Science and Technology
2012.4- 2016.9
Master Degree, Computer science, Oct 2012

WORK EXPERIENCE

UNREAL GAME DERECTOR AT SEARCH FOR ANIMERA
(DUBAI, UNITED ARAB EMIRATES)
PROJECT NAME: MULTI-PLAYER SPACESHIP BATTLE GAME
[SEP. 2021 - FEB. 2023]

➤ Screenshots



➤ Project Description

This project is developed by Unreal Engine 5.1.1 and I am the game director of this game project. This is the spaceship battle game. Users can fight with bots and other players.

All spaceships and weapons are managed as an NFT token so users can save their spaceships in their wallets such as Metamask Wallet, Trust Wallet, Coinbase Wallet, and so on. This project focuses on the battle game logic and also the best quality of 3D rendering.

➤ Implemented Functions

- Implement the battle game logic for spaceship battle in Unreal Engine5.
- Implement multiplayer game logic using Unreal Networking
- Best 3D rendering quality using several POST Processing Effects
- Optimizing the project using LOD
- Integrate Web3 into the project

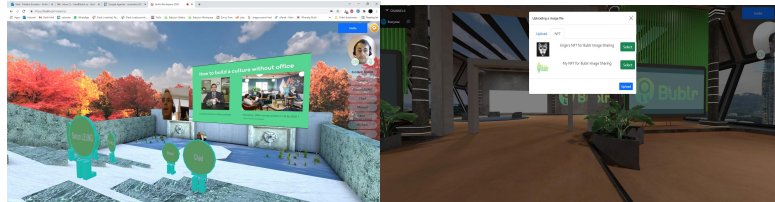
➤ Skills

- Unreal Engine 5 / C++ Programming/ Blueprint programming
- Smart Contract / Solidity Programming
- ERC20/ ERC721 token development
- NodeJS
- Javascript

LEAD DEVELOPER AT BUBRL (FRANCH)

PROJECT NAME: VIRTUAL SOLUTION FOR ENGAGED WORKFORCE
[JAN. 2020 – AUG. 2021]

➤ Screenshots



➤ Project Description

I have been working as a lead programmer and code reviewer at this project.

Using this service, people can meet in virtual 3D environments like Office.

They feel like-office at home and can work remotely.

This project is focusing on providing a real meeting environment, and the best video and audio quality.

➤ Implemented Functions

- Build a 3D environment using Unity URP and export it to BabylonJS WebGL project using BabylonJS Unity toolkit
- Implement 3D Video chatting using 100MS SDK.
- Implement position synchronizing for each people using Photon Network Javascript library.

- Post media to the 3D board and share with others (Image, Youtube video, Google Document, Google Sheet, Google PDF, NFT image, and so on)
- Implement Screen Sharing in 3D environment
- Implement Whiteboard and collaboration in 3D environment.
- Implement spatial sound.
- build a ERC721 smart contract to mint a NFT image using solidity and Truffle compiler.
- Backend development using Python, NoodeJS and Mysql Database
- Build a Window/Mac version using ElectronJS framework

➤ Skills

- Javascript
- WebRTC
- WebGL 3D
- BabylonJS
- ElectronJS
- Solidity, Smart Contract
- BlockChain
- Web3.js
- NodeJS
- Unity C#

UNITY GAME DEVELOPER AT TKO-GAMES (CANADA)

PROJECT NAME: UNITY ONLINE MULTIPLAYER BATTLE GAME
[SEP. 2019 – JAN. 2020]

➤ Screenshots



➤ Project Description

This game is a 3D battle game.

I worked as a programmer and I worked with artist who provides 3D models and animations.

➤ Implemented Functions

- Build a 3D environment using Unity's URP
- writing game logic using object-oriented programming.
- Online multiplayer using Photon Server.
- Save game data to Firebase Realtime Database.
- Implementation of text chat using Photon server.
- Implementation of voice chat using Photon server.
- Implementation of in-app email using Firebase Realtime Database.
- Implementation of push notifications using Firebase Cloud Messaging and Firebase Functions.
- In-app purchasing.
- Ad network integration.

➤ Skills

- C# programming
- NodeJS
- JavaScript
- Firebase Real-Time Database
- Firebase Store
- Firebase Function
- Firebase Cloud Messaging

AUTOPILOT PROGRAMMER AT CHINA DRONE (SENYANG. CHINA)

PROJECT NAME: UAV WITH AUTOMATIC FLIGHT
[FEB. 2015 – FEB. 2017]

➤ Project Description

I worked as an autopilot program creator at the UAV development team. My task was to determine the current flight attitude by using data from the Mems device and stabilize the attitude.

The autopilot program was written in c ++, compiled with the GCC-ARM compiler, and embedded in an ARM device.

For attitude control, PID control was used.

We have completed the attitude steering algorithm and automatic navigation program for 4 and 6 axes drones.

➤ Implemented Functions

- Simulate UAV controlling on Unity3D.
- Using Pixhawk4 as a UAV controller.

- Using Mission Planner as GCS
- Using RTK GPS to track the position
- Using 14-Channel Futaba
- Implement automatic flight
- maximum 5Kg load
- Maximum 40min flight time.

➤ **Skills**

- C++ Programming
- Automatic Controlling Using PID
- Matlab Simulink
- C# Programming
- Python Programming

SKILLS

