TUAN VU

GAME DEVELOPER

Website
www.swimmingtuna.com

WHO AM I?

I am an adventurer. I am bilingual in both English and Vietnamese. I love to draw and take photos. I strive to improve myself through determination and hard work. I enjoy the little things in life.

PROFESSIONAL

- Programming (HTML, CSS, C#, Currently learning Java Script)
- Unity 2D/3D
- Mobile Development
- PC Development
- Adobe Suite (Photoshop, Premiere, Illustrator)
- Version Control (Github, Sourcetree)
- Basic 3D modelling (3DS Max)
- 2D animation

MAIN INTERESTS

- Programming
- Visual Arts
- Gamming
- Game Design
- Beach Volleyball
- Independent Cinema
- Film making

CONTACT DETAILS

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Victoria, 3805, AUS

CAREER HISTORY

Indie Game Developer

Swimming Tuna. | 2018 - Current

- Successfully developed and launch Android game.
- 5 years experience with Unity and C#
- Firm understanding of Object-Oriented programming principals.
- Develop reliable and reusable code.
- Create Design documents and implement game functionality as per design.
- Maintain knowledge of version control.

Conference and Events Team Leader / HSR

RACV City Club | 2015 - Current

- Ensure all tasks are carried out efficiently and all instructions are followed accurately.
- Strong interpersonal skills.
- Maintained leadership when management is not around.
- Maintain appropriate standards of confidentiality.
- Lead a small team of people.
- 3 plate carry.
- Co-ordinate multiple Functions/Events with supervisor.

Junior Graphic Designer

CHOMP'D | 2017- 2019

- Create exceptionally large proposal PDF documents each week.
- Created graphic design for the company's website and social media profiles.
- Worked closely with the design head.
- Create fun and exciting promotional videos for restaurants.
- Implemented creative control in overall style and process.
- Proficiency in Adobe Suite.

ACADEMIC HISTORY

Royal Melbourne Institute of Technology

Bachelor of Design (Games) | Class of 2018

- Lead Artist. Project Titled 'Wreckage'
- Lead Programmer. Projected Title '4/19'
- Released game "BlackWhite" onto itch.io
- Best game of the class 'Wreckage'

Victoria University

Advance Diploma in Screen and Media (Game Development) | Class of 2013

- Developed solo project
- Developed group project
- Lead Artist
- Junior programmer