

Ethan Truong

Game Developer | Game Designer

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Profile

A junior game developer with wide range of programming skills and experiences in multiple platform. A quick learner, self driven, problem solver and hard working. Exceptional student with a well-respected GPA, a be loved team mate with great leadership skills.

Projects

Getting Over it – But is it? (Unity) – Individual project (2021/05)

This is my submission for the 2021 CGX Grad Jam – Game Jam

Link: https://github.com/libiki123/Getting_Over_It_But_Is_It

AR Arcade racing (Unity) – Individual project (2021/06)

An Arcade racing build using the unity AR foundation – cross platform mobile game

Link: https://github.com/libiki123/AR_Racing

2D platformer (Unity) – Individual project (2021/04 – present)

A 2D platformer using state movement and Finite State Machine for enemy AI

Link: https://github.com/libiki123/2D_Platformer - In progress

Angry Bird, Cut The Rope, Fruit Ninja, Line Rider Replica (Unity) – Individual project (2021/05)

Replica of some the famous mobile games

Link: https://github.com/libiki123/Fruit_Ninja_Replica | [Line Rider Replica](https://github.com/libiki123/Line_Rider_Replica) | [Angry Birds Replica](https://github.com/libiki123/Angry_Birds_Replica) | [Cut The Rope Replica](https://github.com/libiki123/Cut_The_Rope_Replica)

Dungeon and level Generator (Unity) – Individual project (2021/05)

An advance procedural level and dungeon generator

Link: https://github.com/libiki123/Dungeon_And_Level_Generator

The Haunted Mansion (Unity) – Individual project (2021/04 – present)

A topdown platformer: traps, interesting enemy type, clever use of 2D lights and renderer

Link: <https://github.com/libiki123/TheHauntedMansion> - In progress

Education

Seneca College

Computer programming and Analysis

3.9 GPA

North York, ON

January 2018 – August 2020

Work Experience

CaseWare International

Test Developer Co-op

Toronto, ON

September 2019 – May 2020

- Created/added/refactored API library that cut automation tests down to 2/3 the length and run 20% faster
- Handled a unique task that was not familiar with other team members
- Contributed in creating the UI for a new multi-sever cloud feature
- Collaborated with different team depend on the project
- Developed fully automated tests that are maintaining/figuring out bugs when new features deployed
- Used Jenkin to manage/maintain tests
- Helped setup company's events and coop students gathering for board game/lunch

Skills

Game Development

- Programming/Languages: **C#, C++**
- Experiences: Design/create small games using Unity. In progress of learning Unreal Engine

Mobile Application Development

- Programming/Languages: **Objective C, Swift, Java, Kotlin**
- Experiences: Design/create small apps using Xcode/Android studio. Able to use external frameworks, APIs (Cocoapod, Carthage, ...). Familiar with mobile database (SQLite, Core Data, Firebase ...)

Software Development

- Programming/Languages: **C, C++, Java**
- Experiences: Design small size program, simple algorithms

Web Development

- Programming/Languages: **JavaScript, HTML, CSS, MySQL, Typescript**
- Framework: **Angular, Vue, React**
- Experience: Create simple websites in both back/front-end.

Database

- Programming/Languages: **SQL**
- Databases Management: Oracle 8.x/9.x, SQL Server

Volunteer

Canada Day – Organized by Can Cham Vietnam and the Consulate General of Canada (2013/07 & 2014/07)

The Terry Fox Run – Organized by Can Cham Vietnam and the Consulate General of Canada (2013/11 & 2014/11)

Charity - Activities at our school charity network at the orphanage for blind children (2013, 2014 & 2015)
