Tang Chi Chung

Unity developer

Personal Information

Date of Birth:	18 January 2000
Address:	Tan Phu District, Ho Chi Minh City
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Education

AUG 2018 - PRESENT | **SGU - Sai Gon University, Ho Chi Minh City, Viet Nam**
Major : Software Engineering
GPA: 3.0/4.0

Work Experience

JUL 2022 - OCT 2022 **Leo Studio - Unity Developer (4 months)**

- Experience with Mybox, DOTween,Odin and Find Reference packages.

- Studied and applied new technologies on demand.

- Making 2D and 3D game.

Skills

- Algorithms | Mathematics.

- C# | Java | C++.

- Can work in group and individual.

- Have the ability in problem-solving and analytical skills.

- Familiar with technology Unity, Visual Code, GitHub, IntelliJ IDEA, Android Studio.

Projects

SEP 2022 - OCT 2022

Stickman War: PC Tower Defense
Main responsibilities:
  - Using Spine to make animation combat in game.
  - Make sound play when hit
  - Create UI System.

Recognition and Gains:
  - Know using Timeline, Spine.

      Team member : 4

      Technologies used: Unity, Spine
Game :
https://play.google.com/store/apps/details?id=com.rsg.stick.hero.win7

JUN 2022 - AUG 2022	**Crowd Hero** Main responsibilities: 　　- Make bosses skills and reward system. 　　- Support team fix bug. 　　- Avoid conflict with team. Recognition and Gains: 　　- Improve working with large group and problem solve. 　　- Optimize in Unity. 　　- Solve and merger code conflict. 　　　**Team member** : 7 　　　**Technologies used**: Unity **Game** : https://play.google.com/store/apps/details?id=com.rsg.hero.survival
MAY 2022 - JUN 2022	**Hero vs monster** Recognition and Gains: 　　- Visitor pattern, tile map. 　　　**Team member** : 1 　　　**Technologies used**: Unity **Game** : https://hiamkaito.itch.io/kaigame-01
MAR 2022 - MAY 2022	**2D Game platform** Recognition and Gains: 　　- Light 2D, animation, sound and basic Unity. 　　　**Team member** : 3 　　　**Technologies used**: Unity **Game** : https://tienem3243.itch.io/project-red
NOV 2021 - DEC 2021	**Number finding game** 　　　**Team member** : 3 　　　**Technologies used**: JavaFX, MySQL **Game** : https://github.com/TccKaiCi/NUMBER_FINDING_GAME

Honors and awards

2022	**Coding Speed - Gold** CodinGame https://www.codingame.com/certification/fk6AzHxx5_rYOza-dorDUg **Spider Attack - Silver League** CodinGame https://www.tangchichung/SpiderAttack/rank
2021	**Algorithms - Bronze** CodinGame https://www.codingame.com/certification/kthvT5wri9qnMH7_uyo6uw **Java (Basic) Certificate** https://www.hackerrank.com/certificates/58fa410e5b77
2020	**Consolation Prize (#4)** *Hackathon 2020 FIT-UTE*