THUONG CAO NGUYEN

GAME DEVELOPMENT INTERN

CONTACT

- **å** 12/03/2003
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ABOUT ME

I'm a senior Computer Science student at Van Hien University with a passion for game programming. I have strong skills in C# and have participated in multiple game projects. Among them, I have won five awards, including a Gold Prize, a Second Prize, and an Encouragement Prize in game programming, an Encouragement Prize in algorithms, and a Blockchain Incubation Award. I am always striving to learn and develop myself.

EDUCATION

Van Hien University 2021 - 2025

Computer Science

- · Specialization in Software Engineering.
- GPA: 3.27 / 4.0

SKILLS

- Proficient and knowledgeable in Java, C#, C++, Frontend Development
- Frameworks: ReactJS.
- Deep understanding of Unity Game Development.
- Experience with OpenCV, Pygame and Mediapipe for computer vision.
- Great team player, proactive mindset and quick learner.

PROJECTS

Game Computer Vision for Kids

- Technology: Python, OpenCV, Pygame, Mediapipe.
- Role: OpenCV-Py Developer | Image recognition & analysis.

Game Unity2D - Undead Survivor

Mobile survival game | Link: thuonggamedev.itch.io/undead-survivor

Game Unity2D - Pig Adventure

• Action - adventure obstacle game | Link: thuonggamedev.itch.io/pigadventure

Sales Web Project

- Description: Website for selling coffee and coffee machines.
- Technologies: HTML, CSS, JavaScript, Java Spring.

HONORS & AWARDS

Academic Competition Season 1 Organizing unit: Van Hien University. Award: Consolation Prize. Academic Competition Season 2 Organizing unit: Van Hien University. Award: Gold Prize and Second Prize. Game Idea & Program Contest Organizing unit: Korea Cultural Center. Award: Consolation Prize.

Hakathon MAMMOTHON - Celestia Viet Nam

21/02/2025

• Organizing unit: Gia Dinh University.

• Award: Incubation Prize.