

# Thien Hoang

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## Objective

Enthusiastic computer science student with experience in game development and IT support, seeking to apply my skills in C++ and C# to contribute to innovative projects and advance my career in game programming.

## Education

**Bachelor of Science in Computer Science**, Concentration: Game Programming, Minor: Mathematics

Texas A&M University-Corpus Christi

## Relevant Skills

Languages: C++, C#, C, Java

Engines: Unity, Unreal Engine

Web/Tools: HTML, CSS, JavaScript, Power BI

Other Tools: Blender, Microsoft Office (Word, Excel, PowerPoint)

## Projects

### **Guitar Legend Game, Game Programming (C#)**

**Aug. 2025 – Dec. 2025**

- Developed a Guitar Hero / Clone Hero-inspired rhythm game in Unity featuring a 3D note highway, timing-based hit detection, and real-time scoring.
- Designed a custom chart system supporting user-imported songs and beatmaps for flexibility.
- Optimized gameplay timing using audio-synchronized note spawning to ensure frame-accurate input judgment.

### **2D Game Engine, Game Programming (C#)**

**Jan. 2025 – May. 2025**

- Developed a modular 2D game engine in C++ with a structured core loop, entity/component architecture, and reusable engine systems.
- Integrated Box2D-style physics for 2D collision detection, rigid body dynamics, and gameplay interactions.
- Implemented an input system using Microsoft XInput to support gamepad controls alongside keyboard and mouse.
- Built an in-engine map and level editor using ImGui, enabling real-time scene editing, entity placement, and debugging tools.

### **Spotify Song Guesser, Web Application Development (C#)**

**Aug. 2024 – Dec. 2024**

- Developed an interactive web-based game using the Spotify API, where users guess songs based on short audio clips.
- Implemented core features such as score tracking, song guessing mechanics, and user profiles to enhance engagement.
- Designed and developed the front-end with a Spotify-inspired UI, integrating JavaScript, HTML, and CSS.

### **Round-based Zombie Game, Game Programming (C#)**

**Jan. 2024 – May. 2024**

- Developed shooting mechanics for a round-based zombie game in Unity, implementing shooting mechanic, along with gun models, animations (shooting, idle, reload), and visual effects (muzzle flash, smoke, bullet holes), ensuring smooth transitions between all elements.
- Implemented key gameplay features such as weapon switching, reloading, item pickups (ammo and med kits), and created a UI displaying the current gun, magazine count, ammo reserves, and health bar.

## Experiences

### **Lead Technical Assistant | Aug. 2023 – Nov. 2025**

Student Success Data & Technology, Texas A&M University-Corpus Christi

- Provided IT support, troubleshooting hardware, software, and network issues, and assisting with system installations and updates.
- Maintained technical equipment inventory, system records, and ensured data security and confidentiality.
- In the lead role, trained new hires, delegated tasks, and oversaw their progress to ensure efficient handling of assigned duties.

### **Game Reviewer | Jan. 2022 – Aug. 2023**

mxdown.com

- Play and critically evaluate assigned games, analyzing gameplay, graphics, story, and overall user experience.
- Write comprehensive reviews, offering insights and recommendations for readers, while adhering to editorial guidelines and deadlines.

### **Game Playtester | Jan. 2022 – Apr. 2022**

Anthos Capital

- Tested various games based on interest, focusing on gameplay mechanics, user interface, and overall player experience.
- Provided detailed feedback on bugs, functionality, and balance, contributing to the refinement and improvement of game features.

## Achievements & Awards

1st Place – Senior Capstone Project

Dean's List

Student Employee of the Year Nominee

**Fall 2025**

**Spring 2025**

**Apr. 2024**