HUYNH VUONG KHANG

Unity Developer

📞 +84 989 427 452

✉ khanghv2406@gmail.com

🖥 https://vkev.github.io/Portfolio

📍 Ho Chi Minh City, Viet Nam

Education

FPT University

Bachelor of Software Engineering

2022 - 2026
GPA: 3.3/4.0

Skills

- Unity Engine 2D/3D, C#, OOP, Design Patterns.

- Cinemachine, Timeline, Animation Rigging. Shader Graph, HLSL, VFX Graph.

- URP, HDRP, Scriptable Render Pipeline.

- Scriptable Object, Data-driven Architecture, Event System.

- Git, CI/CD, Firebase, REST API Integration, Backend, Database, .Net, Microservices

- Profiling, Optimization, GPU, Object Pooling, Memory Management.

Language

English: Intermediate

Profile

I am a Software Engineer with a passion for Machine Learning, Deep Learning, and Game Development. I thrive on learning continuously and creating innovative solutions.

Work Experience

Jan 2025 - May 2025

FPT Software

Salesforce Developer Intern

Developed Apex backend code, optimized database queries for the Japanese Airplane project, and implemented flows/lightning pages to streamline UX.

Projects

Mar 2022 - Jun 2022

Tempusia

Team project (2 members)

Link: https://store.steampowered.com/app/2054730/Tempusia

Description: Based on rewinding time mechanics, Tempusia is a puzzle platformer requiring a clear mind. A Steam game project featuring complex character control and time manipulation.

Techniques: Design Pattern, Scriptable Render Pipeline, Scriptable Objects, State Machines, Procedural Animation, Shader Graph, Cinemachine, Input System.

Jan 2024 - Jan 2024

Story Game "PhongBat"

Personal project

Link: https://github.com/VKev/Unity-Phong-Bac-Story-Game

Description: Story-driven Unity prototype built in two weeks, with chapter-based progression, interactive choices, and lightweight cinematic moments to support the narrative beats.

Techniques: Cinemachine, URP, Volumetric Fog, Outline Shader, Design Pattern, Input System, Rigging, Procedural Animation, Audio Mixer, UI/UX.

Jan 2024 - Jan 2024

Block Arena Battle (Simple Battleground)

Personal project

Link: https://github.com/VKev/Unity-Block-Arena-Battle

Description: A simple Unity multiplayer LAN game where blocky combatants drop into an arena and fight until only one remains standing.

Techniques: Netcode, Particle System, VFX Graph, GPU Instancing, Terrain, State Machines.

Certificates Coursera

- Project Management Principles and Practices
- User Experience Research and Design
- Software Development Lifecycle
- CertNexus Certified Ethical Emerging Technologist
- Object Oriented Programming in Java
- Computer Communications