VAN THANH KHANH DUY

SOFTWARE DEVELOPMENT

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ABOUT ME

I am studying at Ho Chi Minh University of Technology - Hutech, with well developed skills and experience in C#, Html, CSS, Bootstrap and have joined in many course projects.. I am also an effective leader and teamwork who has supported many other class-fellow. With my mind always eager to learn and take on new challenges, i hope to contribute to the success of the team and the company.

WORK EXPERIENCE

I worked as an intern at Amazing Tech company as a Unity Developer.

KEY SKILLS

- C#   ●●●●○
- Visual Studio   ●●●●●
- C++   ●●●○○
- Git   ●●●●●
- Unity   ●●●●●
- Teamwork   ●●●●●
- Communication ●●●●●
- English B1   ●●●●●

HOBBIES & INTERESTS

- Organizing Data
- Swimming
- Art
- Dancing and Singing

EXPERIENCE

Amazing Tech (11/2022 - > 05/2023)
Working as a Unity Developer
A Unity developer creates interactive experiences using the Unity game engine, coding gameplay mechanics and optimizing performance for various platforms..

EDUCATION

Ho Chi Minh University of Technology - HUTECH (2019 - > 2023)
Major in information technology - software engineering
GPA: Good

PROJECTS AND ACITIVITIES

1.Unity Throw Master (07/2021 - > 08/2023)
https://github.com/VanThanhKhanhDuy/ThrowMaster
Throwing to defeat enemies, aim&throw game, use Firebase sdk to store player's name after victory.

2.Unity FPS Shooting Game (09/2021 - > 11/2021)
https://github.com/VanThanhKhanhDuy/fpsgame3d
Fps shooting game, movement, aim&shoot game, kill enemies.

3.Roguelike 2D Game (11/2021 - > 01/2022)
https://github.com/tangthientu/Persona-Mass-Destruction
Avoid enemies attack, kill enemies to level up.

4.Unity flying plane game (11/2021 - > 01/2022)
Technology in use:
C#, Unity hub.