

## Hà Trọng Tấn

Unity Developer Intern

S Nationality: Vietnamese

♥ Gender: Male

Date of Birth: Oct, 6th 2003

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nttps://github.com/tanhtt

## **OBJECTIVE**

As a Unity Developer, my short-term goal is to enhance my programming skills in Unity, focusing on game mechanics, graphics optimization, and collaborating effectively in a development team. I aim to core concepts while contributing to real-world projects. In the long term, I aspire to become a skilled Unity Developer, leading game development projects and creating innovative, high-quality gaming experiences.

## **PROJECTS**

## **Adventure Prototype**

Sep 2024 - Now

Git:

https://github.com/tanhtt/Little Adventure

Video demo:

https://www.youtube.com/wat ch?v=C08cGq\_fPPw

#### Space Ship

Feb 2024 - Apr 2024

Git:

https://github.com/tanhtt/Spac eShip

Video demo:

https://youtu.be/XvUxGw8XG4 c

## **Builder Defense**

May 2024 - Aug 2024

Git:

https://github.com/tanhtt/build er\_defense

Video demo:

https://youtu.be/3LADFUxcgol

### **UNITY 3D**

Softwares: Unity, Visual Code, Mixamo, Git

### A 3D top-down shooter prototype game

Keys features:

- Weapons System: Players can carry, swap, and manage multiple types of guns.
- Enemy Al: Leveraged Unity's NavMesh system for pathfinding and State Machines to control enemy behaviors autonomously.
- Technologies Used: Unity NavMesh, State Machine.

## **UNITY 2D**

Softwares: Unity, Visual Code, Aseprite, Git

## A 2D spaceship shooter game where the player controls a spaceship and shoots obstacles.

Key features:

- Obstacle Management: Implemented Object Pooling for efficient resource management and performance optimization.
- Technologies Used: Unity 2D, Object Pooling, Singleton pattern.

#### **UNITY 2D**

Software: Unity, Visual Code, Git

# A 2D builder defense game where players protect a main base by constructing various buildings to defend against enemies.

Key features:

**UNITY 3D** 

- Utilized Unity's ScriptableObject to create and store game entities efficiently.
- Shader and Post-Processing: Improve the overall polish.
- Technologies Used: ScriptableObject, Post-processing.

#### Kitchen Battle

Aug 2024 - Now

Git:

https://github.com/tanhtt/Kitc henBattleMultiplayer Software: Unity, Visual Code, Git

## A 3D cooking battle game where the player cooks and follows the recipe's requirements to make a dish.

Key features:

- Multiplayer Development (In Progress): Learning concepts such as Server RPC, Client RPC, and Server-Client-Host communication.
- **Technologies Used**: Observer Pattern, Unity Netcode.

## **ACTIVITIES**

Feb 2024 - Jun 2024

#### **SAI GAME COMMUNITY**

Unity Developer

Make some mini-games and apply Unity Localization (multiple languages) in the horror game.

## SKILLS

#### **Technical Skills:**

- Programming Language: C#, Java, JavaScript
- Coding: OOP, SOLID, Debugging
- Software: Unity engine, Visual Code
- Design Pattern: Singleton, Object Pooling, Observer Pattern, State Machine, ...
- Graphic Software: Aseprite, Blender (basic)
- Physics and Mathematics: collision detection, movement mechanics
- Asset management: graphics principles, including rendering, animation,...
- Git for version control to manage project

## **Soft Skills:**

Problem-Solving, Teamwork, Time Management

### Languages:

English (fluent), Vietnamese

## Other Skill:

Web Development

## **EDUCATION**

INTERESTS

**CERTIFICATIONS** -

2021 - 2025

**SOFTWARE ENGINEERING** 

FPT University (Danang)

Soccer

Game

Film

May 2024

Unity Learn Course