Thanh Thai La

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Education

Bachelor of Information Technology in Software Engineering **2018 – Present**
Vietnam National University, Ho Chi Minh City - University of Science GPA: 8.9/10.0

Experiences

Research Intern **2021 – 2022**
SELab, Vietnam National University, Ho Chi Minh City - University of Science

- Researched the topic of human-computer interaction (HCI) and studied the process of developing an HCI application.
- Developed an application for tourism students to practice their skills required in tour guiding.
- Participated in writing a scientific paper and published it at MobileHCI 2022 - The ACM International Conference on Mobile Human-Computer Interaction.

Skills Summary

Colloquial Languages: Vietnamese and English

Programming Languages: C#, C/C++, Python, GDScript, Java, and Javascript

Tools: Unity, Godot, and Git

Miscellaneous: Basic Office Skills

Projects

Academic Projects

- **Wholf** | Unity (C#) and Photon Unity Networking
  Team Leader, Artist, UI/UX Designer, and Developer
  The turn-based strategic boardgame "Werewolf" served as the inspiration for this project's development.
  Github | Video
- **noissimEnvironment** | Unity (C#)
  Team Leader, Level Designer, and Developer
  The Soul knight video game by ChillyRoom served as the inspiration for this project's development. The game falls within the top-down perspective shooting category.
  Github | Video

- **360TourGuiding** | Unity (C#), VR, 360° videos, and Photon Unity Networking

  Collaborator and Developer

  This project involves developing a human-computer interaction application to assist tourism students in leading tours. The project was completed with an "Excellent" result. There is a scientific paper recognized at the MobileHCI 2022 Conference.

  Video

- **VRConference** | Unity (C#), WebRTC, and PUN

  Team Leader and Developer

  Instead of utilizing uninteresting meeting apps, the project has developed a virtual conference that enables participants to exchange information and interact with one another.

  Video

- **Wumpus World AI** | Pygame (Python)

  Team Leader, UI/UX Designer, and Developer

  The game was made to apply AI to automate and optimize game's results.

  Github | Video

- **Pacman AI** | Pygame (Python)

  Team Leader, UI/UX Designer, and Developer

  The game was made to apply AI to automate and optimize game's results.

  Github | Video

- **Tower Defense** | Unity (C#)

  Team Leader and Developer

  This project aims to develop a simple tower defense game.

  Github | Video

Personal Projects

- **Portfolio** | ReactJS, TailwindCSS and Github Pages

  A personal portfolio website.

  Github | Website

Miscellaneous Projects

- **NoteApp** | Android Studio (Java)

  A note-taking application on mobile phones.

  Video

Publications and Certificates

- "360TourGuiding: Towards Virtual Reality Training for Tour Guiding", MobileHCI Conference, 2022. ACM ISBN 978-1-4503-9341-6/22/09. DOI: https://doi.org/10.1145/3528575.3551436.