**Doanh Luu Nguyen**

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**Personal Profile**

I am a very curious and self-motivated undergraduate student of Games Programming at De Montfort University with demonstrated experiences in teamwork, communication, and excellent management skills, developed through countless game jams and university projects.

Always looking to improve expertise in programming and currently seeking an industry placement to further increase my skills.

**Skills­**

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| --- | --- |
| * **Python**; I have used Python for simple task automation to help me in programming. * **C++**; I am most knowledgeable in C++. * **C#**; I have participated in multiple game jams with the discipline of OOB programming in Unity. | * **Teamwork**; I understand the importance of team members to produce quality work/ games. * **Communication**; I understand the importance of * **Problem Solving**; When planning ahead for complex ideas, I am able to learn and adapt to new situations more easily. |

**Education**

**De Montfort University 2020 – Present BSc (Hons) Games Programming**

**Year 1 Mod.**

|  |  |
| --- | --- |
| Intro to Object Orientated Programming C++  Game Prototype Development  Computer Systems  Introduction to C++  Game Architecture and Design | **97%**  **100%**  **92%**  **92%**  **81%** |

**Year 2 Mod. 2021 – 2022**

|  |  |
| --- | --- |
| Advanced Object Orientated Programming C++  Artificial Intelligence for Simulation  Applied Mechanics  Physics Engine Programming |  |

**2018 – 2020 A Levels BTEC Ada. National College for Digital Skills**

**Grades Achieved:** Graphics A\* Computer Science D\*D\*

**Work Experience**

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| --- | --- | --- |
| **01/2020 – 04/2020** | **C++ Developer (Work Shadow)** | **King Games** |
| **Responsibilities** | I had the opportunity to glance into the professional industry from work shadowing a C++ developer.  My responsibilities were to help implement quality of life features from a problem-solving standpoint as well as to present ideas that could improve code efficiency. | |

**Relevant experiences**

I am an avid reader, when there are gaps in my knowledge; I will always read relevant material to learn new programming designs, although there will always be times where I do not understand the material, only with tedious amounts of trial and error am I able to fully comprehend a topic. One essential skill that I have developed through this is the effective use of multithreading using a standard thread and locks. I have been able to apply this knowledge to game jams and projects that I work on in my free time.

I understand the importance of time, I have worked in a restaurant; specifically, as a bartender and managing my workflow throughout the day to effectively deliver the product on time means that I have to multitask.

I like experiences that improve the quality of my end consumer products, obscure activities like rock climbing or kayaking that are not related to programming but would let me know first-hand how to develop these types of games if it comes up. I believe travelling, getting to know people and understanding different lifestyles is the perfect

**References**

References available on request.