

Phan Viet Toan

 github.com/capricorn8626  capricorn8626.com  linkedin.com/in/capricorn8626  pvt8626@gmail.com

PROFESSIONAL SUMMARY

Third-year Software Engineering student passionate about game development, with expertise in object-oriented programming, game mechanics, and UI design. Proficient in Unity, Python, and Git, with experience building interactive game plugins and optimizing user experiences. Enthusiastic gamer with a focus on shooters like Free Fire, eager to contribute to innovative game projects.

EDUCATION

SaiGon University 2022 – Present
Software Engineering (3rd Year)

COURSEWORK

Relevant Courses: Object-Oriented Programming, Data Structures & Algorithms, Software Development Methodologies, Game Design Fundamentals

SKILLS

Programming Languages: Python, Java, JavaScript/TypeScript, C/C++, C#, Lua
Game Development Tools: Unity, Pygame, Visual Studio, VS Code
Version Control: Git, GitHub, TortoiseGit
Game Design Skills: Game Mechanics, UI/UX Design, Game Balancing, Sound Design

PROJECTS

- Online Music Player Website** | *ReactJS, Django, PostgreSQL, a2a Protocol, Git, AWS EC2* Feb. 2025 – Apr. 2025
- Built a Spotify-like music streaming platform with real-time audio playback, playlist management, AI chatbot, and user-to-user messaging using ReactJS and Django.
 - Designed responsive UI/UX for intuitive playback controls and chat interfaces, akin to in-game HUDs and multiplayer chat systems.
 - Implemented client/server architecture with Django and PostgreSQL, integrating a2a protocol for an AI chatbot to handle user queries and real-time messaging for user interactions.
 - Deployed on AWS EC2 with Git for version control, optimizing performance for scalability and collaborating with a team to refine features based on user feedback.
- TheDungeonNomad** | *Python, Pygame, Git, VS Code* Jan. 2025 – Feb. 2025
- Built a 2D dungeon-crawler game using Pygame, featuring procedurally generated levels and RPG-style combat mechanics inspired by dungeon-crawler games.
 - Designed and balanced gameplay elements (e.g., enemy AI, loot systems, player progression) and created pixel-art UI for intuitive navigation.
 - Used Git for version control, iterating on mechanics based on playtest feedback to improve game flow and engagement.

EXPERIENCE

- Game Development Project (Academic)** | *Game Developer* Mar. 2025 – May. 2025
Developed a 2D top-down singleplayer shooter prototype in Python for a university project, focusing on game mechanics like player movement, NPC reaction, camera movement and weapon balancing. Collaborated with a team of four to design UI/UX and optimize performance for pc, using Git for version control.
- Gaming Enthusiast** 2013 – Present
Actively played diverse game genres, including shooters (e.g., Free Fire), analyzing mechanics and design to inform development projects.