



TRẦN ĐÌNH KHÁNH

Unity Developer Intern



18/03/2002



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470 Tran Dai Nghia, Ngu Hanh Son, Da Nang



Skill

- Game Development with Unity Engine.
- Basic use of Illustrator, Photoshop, After Effects, Maya, Blender.
- Basic English reading comprehension skills.



Soft Skill

- Teamwork
- Time Management
- Communication and negotiation
- Creative skills



Achievement

05/2023 Incentive Scholarship/3rd Year

06/2024 Incentive Scholarship/4nd Year



Career Objective

The short-term goal is to learn more knowledge, apply the learned knowledge to real projects and become an official employee of the company.

The deeper goal is to become a Game Unity Developer with the ability to design and develop innovative and engaging games. I look forward to having the opportunity to apply and develop programming, graphics and manipulation skills with new technologies to bring the best experience to players.



Education

COMPUTER SCIENCE

8/2020 - 1/2025

Vietnam-Korea University of Information and Communication Technology

GPA 3.2/4



Project

DEVELOPING 3D ZOMBIE SHOOTING GAME

10/2023 - 1/2024

Position: Project Owner/Founder and Project Implementer

Features

- Design characters and environments for the game.
- Implement challenging zombie spawn mechanics.
- Utilize AI for realistic zombie tracking of players.
- Players collect health packs, heal themselves, and use the scope to aim accurately.
- Develop intuitive interfaces with sound effects.

Techchology Stack

- Game Engine: Unity
- Programming Languages: C#
- 3D Modeling and Animation: Blender, Maya
- Artificial Intelligence: Unity ML-Agents for AI behaviors
- Sound Design: Unity Audio System
- UI/UX Design: Unity UI Toolkit
- Version Control: Unity DevOps Version Control

DEVELOPING HYPER CASUAL CAR PARKING MASTER

Position: Project Owner/Founder and Project Implementer

Features

- Players draw a path to guide a car to a parking spot, limited by a specified path length, ensuring cars reach their destination without collisions.
- Successfully parking all cars advances the player to the next level.
- Includes an interactive interface with sound settings and immersive gameplay audio setup.

Technology Stack

- Game Engine: Unity
- Programming Languages: C#
- UI Design: Adobe Illustrator for creating interface graphics
- 3D Modeling and Animation: Blender for creating assets
- Version Control: Git