TRUNG THANH DO

Junior Unity Developer

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EDUCATION

University of Greenwich Vietnam

09/2021 - 04/2024

IT
Expected to graduate in October, 2024

ACHIEVEMENTS

12/2023

3rd place Greenwich Coding Challange

LANGUAGE

Vietnamese

English

ABOUT ME

Aspiring to be a game developer, I love the challenge of making games that people can't put down. In the near term, I want to learn the ins and outs of game creation, individually and collaboratively. My goal for the next five years is to work on large-scale projects and become an expert in gameplay design. I hope to one day manage and lead a team in the exciting and ever-changing video game industry.

EXPERIENCE

December 2023 - January 2024
Move Stop Move

Personal Project

Description: A 3D game in which the player controls the character to dogde and attack enemies. The player wins after eliminating all the enemies.

Using Scriptable Object to store items' information
Optimize game using Cache Component
Separating static and dynamic data when storing items' information

Game link: https://thanhdt3108.itch.io/move-stop-move
Github link: https://github.com/dotrungthanh123/Move-Stop-Move

November 2023 - December 2023
Bridge Race

Personal Project

Description: A 3D Game where players control their characters using a joystick to collect the bricks and stack them on the stairs to go up to different floors. The first person to reach the top floor wins.

Using raycast to move the character
Using NavMesh and State Machine to control bots
Using Object Pool to optimize the game when reusing GameObject multiple times

Game link: https://thanhdt3108.itch.io/bridge-race
Github: https://github.com/dotrungthanh123/Bridge-Race/tree/master