

VU DUC TRUNG

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SUMMARY

I am a recent graduate in Software Engineering with a strong foundation in programming. My expertise spans **game dev/engine/tools** and a keen interest in **algorithm research**. I possess a strong aptitude for learning and adapting to business needs, ensuring high-quality and stable deliverables. I have excellent **problem-solving** skills and a passion for learning new knowledge and technologies. I am always eager to work with new technologies and continuously enhance my skills. My adaptability and commitment to delivering robust solutions make me a valuable asset for both **Game development** and **Backend engineering** roles.

EDUCATION

Software Engineer, University of Information Technology - VNUHCM

GPA: **8.0/10**

[\(Link to transcript\)](#)

Relevant Courses: Object-Oriented Programming (OOP), Algorithm and Data Structures, Software Architecture, Human-computer Interaction, Business Analyst, .NET, Java, Design Patterns, Operating Systems, Software Testing, Requirement Engineering, Mobile App Development, Web development, Game development, etc...

SKILLS

Technical Skills Java, Unreal Engine 5, Unity, Algorithms, C#, Python, C++, HTML/CSS/JS, Angular, Winforms, SDL/SDL2, SQL Database, Golang, Unit Testing.

Soft Skills Strong communication, presentation and teamwork skill.

Other skill English (TOEIC: 665, valid until November 2024).

EXPERIENCE

Junior Unreal Engine Game Developer

July 2023 - March 2024

World@Meta

HCMC, Vietnam

- Participating in a Metaverse project, creating an online learning support product for teaching centers and universities. Developed by Unreal Engine 5.
- Team size: 19. I was involved in the project from the beginning and participated in the entire project with a international team of 19 people, 17 Chinese, 1 Singaporean manager with long experience with Metaverse.
- I was assigned to create a model for each person in the system through the ReadyPlayerMe, and also create a Multiplayer feature in the form of Client-Server for the system.
- Reason for leaving: the company lacks funding because investors are no longer sponsoring.
- [\(Link to prototype video\)](#)

Unity Developer Internship

October 2022 - March 2023

Wolffun Game

HCMC, Vietnam

- Participate in the front-end development of Thetan Rivals product. [\(Thetan Rivals\)](#)
- Participated in the process of developing the map generation algorithm for the game.
- Reason for leaving: because this was when I was still in school, I wanted to spend time completing my graduation thesis, so I couldn't stay with the company long term.

PROJECTS

NiceEngine. [\(Link to github\)](#) [\(Demo\)](#)

April 2022 - July 2023

- This is a 2D Game Engine (not a game), inspired by Unity, Cocos2d and Hazel engine, developed by Java with core language, OpenGL for graphic render, JBox2D for physics engine and ImGui/JavaX for user interface.

- The purpose of the project is to create a simple, easy-to-use 2D game engine, serving users who are students just starting to learn about game programming or instructors teaching game programming subjects.
- Team size: 2. My responsibility: Participate in the entire product development process, from ideation, design, coding, testing and project management.
- This is also my graduation project

Tanks. ([Link to github](#)) ([Play](#))

October 10, 2022 - October 24, 2023

- A tank shooting game developed using Unity
- Improve products such as UniTask, ObjectPool, NavMesh, Observers, Scriptable Objects,... Giving player many ways to shoot, impact effects up Enemy.
- Team size: 1, this is my solo project

SoccerTime. ([Link to github](#))

October 2020 - February 2021

- A winform app to help management a football championship.
- Using Winform, C# .NET, WPF, MVVM, SQL Server
- Team size: 4. I'm participate as back-end developer

SkyGuardian. ([Link to github](#)) ([Play](#))

January 8, 2024 - January 19, 2024

- A rail shooting game developed using Unity
- Team size: 1. This is my solo project

SimpleTank2D. ([Link to github](#))

May, 2022 - July, 2022

- A Classic tank shooting game made by Java core
- Team size: 1. This is my solo project

AWARDS

- Consolation prize at Vietnam Olympiad in Informatics 2019 (VOI19). (HSG QG 2019)
- Silver medal at the Olympic 30/4, 2019.
- Second prize for excellent students at Dak Nong province level in 2019.
- Second prize in Tin Hoc Tre at Dak Nong province in 2018.
- 3rd prize in the "Wolffun Best Developer" contest organized by Wolffun Game company in 2022.

EXTRA-CURRICULAR ACTIVITIES

- Learning on Udemy, Coursera and other E-learning platforms.
- Participate in algorithm, hackathon competitions and codeforce contest (*Check out my Codeforce profile below*).
- Make Terrarium, plant trees.
- Play football, badminton, billard, etc...

CERTIFICATE AND OTHERS

- [C# Programming for Unity Game Development - Certificated by Coursera, University of Colorado](#)
- [C# Programming for Unreal Engine Game Development - Certificated by Coursera, University of Colorado](#)
- [Codeforce \(Specialist contest ranking profile\)](#)
- [SPOJ \(Sphere Online Judge\) - List solved problems](#)
- [Geeksforgeeks profile](#) , [Leetcode profile](#)