

VU DUC TRUNG

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OBJECTIVE

My primary goal is to continue learning and expanding my knowledge in the field of software development. I am eager to face challenges, thrive under pressure, and contribute meaningfully to the growth of your company.

EDUCATION

Software Engineer, University of Information Technology - VNUHCM
GPA: 8.0/10

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

SKILLS

Technical Skills	Unreal Engine, Unity, C#, Java, Python, C++, JavaScript, HTML, CSS, Angular
Soft Skills	Communication and presentation
Other skill	English (TOEIC: 665, valid until November 2024)

EXPERIENCE

Junior Unreal Engineer World@Meta	July 2023 - Present HCMC, Vietnam
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- Participating in a Metaverse project, creating an online learning support product for teaching centers and universities. Developed by Unreal Engine 5.
- Team size: 2. I was involved in the project from the beginning and participated in the entire project
- I was assigned to create a model for each person in the system through the ReadyPlayerMe plugin, and also create a Multiplayer feature in the form of Client-Server for the system.
- [\(Link to prototype video\)](#)

Unity Developer Internship Wolffun Game	October 2022 - March 2023 HCMC, Vietnam
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- 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 The Glass Bridge (an unreleased product)

PROJECTS

NiceEngine. (Link to github) (Demo Mario) (Demo Chess)	April 2022 - July 2023
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- This is a 2D Game Engine, developed by Java with core language, OpenGL/ImGui for graphic and JBox2D for physics engine.
- Project purpose is make a simple game engine, easy to use, suitable for beginners (junior student in university want to make a 2D game).
- Team size: 2. My responsibility: Participate in the entire product development process, from ideation, design, coding and project management.
- This is also my graduation project

Tanks. (Link to github) (Play)	October 10, 2022 - October 24, 2023
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- 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

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

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

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.
- Make Terrarium
- 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](#)