VU DUC TRUNG

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SUMMARY

I am a recent graduate in software engineering, seeking opportunities in programming. My expertise lies in Game development, game engines, game tools, Winforms, and Java. I possess a strong aptitude for learning and adapting to business needs, ensuring high-quality and stable deliverables and always ready to work with new technologies if required, while also striving for continuous skill enhancement.

EDUCATION

Software Engineer, University of Information Technology - VNUHCM

GPA: **8.0/10**   [(Link to transcript)]

Relevant Courses: Object-Oriented Programing (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,...

SKILLS

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

EXPERIENCE

Junior Unreal Engineer   July 2023 - Dec 2023

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: 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, and also create a Multiplayer feature in the form of Client-Server for the system.
- [(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 The Glass Bridge (an unreleased product)

PROJECTS

NiceEngine. [(Link to github)] [(Demo)]   April 2022 - July 2023

- This is a 2D Game Engine, 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 and project management.
- This is also my graduation project

Tanks. [(Link to github)](#) [(Play)](#) October 10, 2022 - Octobor 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.
- 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](#)