



Nguyen Cong Nam

Game developer

Contact Information

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Achievements

Work Experiences

IRP Programmer at Biframework Comp. 2/2014 – 9/2014

- ≡ Worked as programming staff for IRP software: I have completed two projects here, one for GiftSaigon company and other one for PTSC company.
- ≡ Worked on Enviroment: Visual Studio 2010, Sql Sever 2008

A trainee at GMO Runsystem Comp. 10/2014 – late 2014

Learnt and worked at position 3D game developer

Game developer at a studio game 4/2015 – present

- ≡ My duty here is maintenance games and develop game, online game is main here.

Skills

- ≡ I have nearby 2 year of using **C#**, understanding and doing with OOP, SQL Server, Ssqlite.

For Unity I know and I can do all following list:

- ≡ animation state machine (How to use animator: aknowledge of State Machine Basics, animation layers, inverse Kinematics ,...
- ≡ Partical System and I can create Effects in game.
- ≡ UI of Unity is used perfectly, and NGUI of tahasen
- ≡ Working animation with spine of esotericsoftware.
- ≡ Using aknowledge of OPP to build characters in game.
- ≡ Using Navigation and Pathfinding to create AI more intelligent
- ≡ Understanding of architecture in Unity, for example, GameObject, ScriptableObject, Transform, Asset Components,...
- ≡ Graphics in game : Lighting, Cameras, Shader, Partical System, ...
- ≡ Physics in game 3D and 2D, such as, Character Controller, Collider, Ragdoll,... And Other.
- ≡ Research for design pattern
- ≡ Using Source tree, git to manage my source
- ≡ Basic photoshop

≡ Basic Entity Component System architecture (ECS)

Education

**Bachelor of Biology
(2008-2012)**

At Quy Nhon University

English

At HCIC center in Quy Nhon

**. Net Programmer
(3/2013-7/2013)**

At AITC center in Quy Nhon

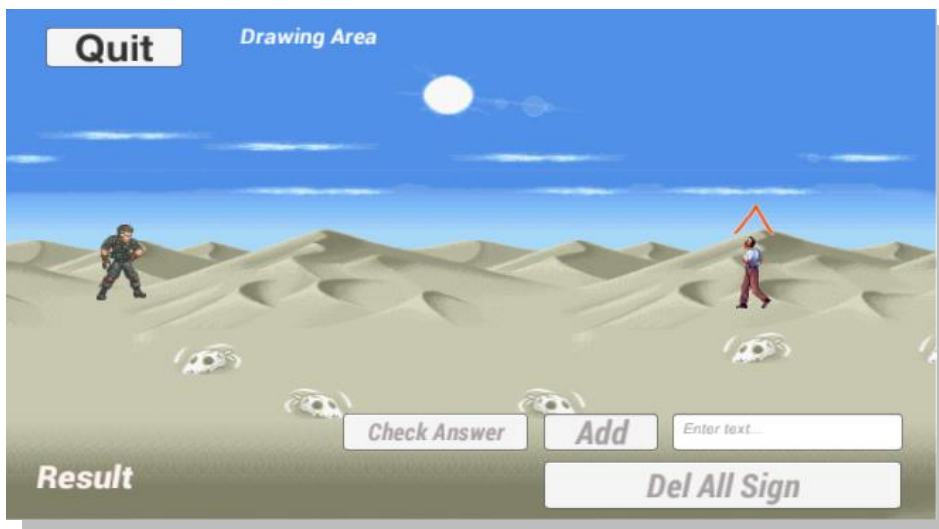
Strong points

- ≡ Self-study skill is high, I can quickly catch up a new technology
- ≡ Working under high pressure environment, teamwork or singlework.
- ≡ Good analysis skill
- ≡ I have a high passion of technology, love make game 2D and particularly GAME 3D.
- ≡ Thinking of optimization, carefulness, enthusiasm.

After here I want to show several picture of products and demos I did:

1. Demo Recognize Texture

You have to use finger or mouse to draw on the screen, if sign is drawn to be the same the sign above the zombie, zombie will be killed.



2. *Weak warrior (Clone)*

Game play is quite simple, the player stands at center position of the scene, and monsters will be spawn from two sides to advance and attack, your mission is to avoid to be killed before the last monster is killed.



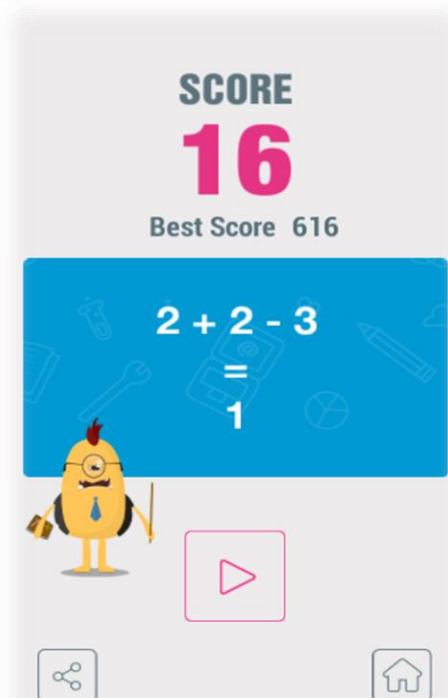
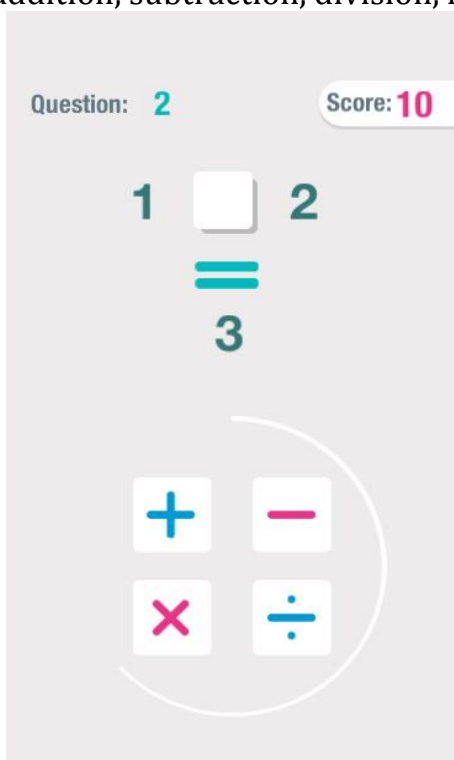
3. *Slot machine*

A lot of things to show how to play this game, but It would be more simple after you get all its rules.



4. *X Math (Available on mobile)*

A simple game of kind of math, the game is pay attention to kids with four calculations (addition, subtraction, division, multiplication)





Knowledge of IK, animation in unity 3D to create real action of character in game
(ví dụ: legs of soldier and dog are suitable for the surface of terrain)

See you soon!