



# Phạm Tuấn Anh

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## Skill

**Hard Skills:** Unity Engine (2D), C#, Shader Graph, Unity NavMesh, DoTween, Cinemachine, UniRx.

**Architecture:** SOLID principles, MVC/MVP, ScriptableObjects, Reactive Programming.

**Optimization:** Memory optimization, Custom Editor Tools, Extensions.

**Soft Skills:** Teamwork, Time Management, Public Speaking, Leadership.

 <https://github.com/ocainsakai>

## OBJECTIVE

Passionate Unity Developer looking for a dynamic environment at F-Code to challenge myself and exchange knowledge with like-minded peers. Eager to contribute my expertise in Game Development to the club's projects while honing my teamwork and technical skills

## EXPERIENCE

- Former Member of FVC
- Former Member of FIA
- Former Member of FCF
- Former Member of DSC

## Hobbies

Exploring & Analyzing Strategy Games

Continuous Learning

- Former Member of Brosis
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Coffee

Anime

Playing Video Games

Sports