




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.

Hobbies

Exploring & Analyzing Strategy Games

 <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

Continuous Learning

Coffee

Anime

Playing Video Games

Sports

- Former Member of Brosis
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