Nguyen Quoc Anh

Software engineer

SE211043

INTRODUCTION

I have a prior 5 years exposure to computer science and a strong passion for mathematics. In the future, I'm aspired to do research, making breakthroughs in the technical aspect of the game industry. Recently, I am applying to F-CODE, looking forward to finding people with the same goal in mind to collaborate, creating projects, learning together.
I hope my presence can help to bring up an interesting perspective about the technical side of game development.

CONTACT

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Email: mercedecpeek502@gmail.com

Git: https://github.com/quocalh (most projects are hidden)

Facebook: https://www.facebook.com/nguyen.quoc.anh.67963/

EXPERIENCE

- Implementing my own Entity Component System implementation (using sparse sets)
- Forming a strong foundation with graphic pipelines (lighting, mesh loading, …)
- Making an demo of King of diamonds game (Alice in borderland) (multi-threaded)
- Creating a semi-functional 2D physics engine with Pygame
- Creating a voxel engine using PyOpenGL and Pygame
- Using graphic pipelines (PyGame | PyOpenGL) to create small graphical demos, prototypes (e.g. oceanography, bump maps, projection maths)
- Collaborate with my friend to make 2D games ("Minidayz", "Darkwood" alike games)
- 8th-grade competitive programming competition (district, city-level) – Pascal

Proof for my work(projects, timestamps):
https://docs.google.com/document/d/1v95KSOoi3gKzYOgfzfYScnNYCDxd_ZrdxeFuOmb-mGA/edit?usp=sharing

SKILLS

- Python (fluent)
- Mathematics
- Collaborating / communicating
- C/C++ (out of practice, but can brush up when required)
- English
- Using graphic frameworks/pipelines (OpenGL | Pygame)

VISION

FPT University

2025 (pre-major)
- Paying high attention on mathematics along and computer graphic
- Joining F-CODE, collaborating to make games

2026 - 2027
- Studying on game architectures, graphic techniques
- Regularly attending to conferences, helping the club to hold club events

2028 - graduation
- Working on advanced technical aspect of graphic and system architectures
- Co-operating with club members to publish technical papers, tutorial blogs
- Designing club events that can help people to take an interest in the technical side of game development

Post-graduation
- Supervising the club's sophomores and juniors to create, apply complex graphic techniques
- Applying to graduate school, aiming for a Master degree, applying again for a PhD program
- Employed as a graphical researcher, nurturing a generation of spearhead in the Vietnamese game's industry

BACKGROUND

Lam Son secondary school
Mac Dinh Chi high school
FPT university (Software engineer)

CERTIFICATES

IELTS 7.5 (C1)

HOBBY

Gaming (non-competitive games)
Talking