



**HÙNG VŨ**

*Game Developer  
(Intern/Freelancer)*

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- Binh Thanh, Ho Chi Minh city
- August 7, 2005
- Male

## CAREER OBJECTIVE

Aspiring game developer with a strong passion for creating immersive and interactive gaming experiences. Currently learning game development fundamentals, including programming, design, and storytelling. Seeking opportunities to grow and contribute to innovative game projects while continuously improving my skills.

## SKILLS

- Programming: C++, Python (basic)
- Game Development: Unity (C#), basic mechanics (input, collision, movement)
- Concepts: OOP fundamentals, Git (if applicable)
- Problem Solving
- English: Able to read technical documentation



## EDUCATION

**INFORMATION TECHNOLOGY**

**2023 - 2027**

**Ho Chi Minh City University of Transport (UTH) Bachelor of Information Technology – High-Quality Program**  
Nov 2023 – Present | Year 2

**Major: Information Technology**

**Institute: High-Quality Training Institute**

GPA: 3.0/4.0



## WORK EXPERIENCE

**FREELANCE GAME DEVELOPER**

**2024 - present**

**Personal Projects / Freelance (Remote)**

- Built small 2D games using Unity and C#
- Applied object-oriented programming and basic game mechanics
- Worked independently on small games to practice and apply core game development skills.



## PROJECTS

### Void Seeker (2024)

- A 2D roguelike top-down shooter made with Unity
- Features random enemy spawning, item drops, and core RPG elements
- Published on Itch.io: <https://hungvu.itch.io/void-seeker>



## TOOL

- Unity (C#)
- Visual Studio Code
- Git/GitHub



## Soft Skills

- Teamwork
- Self-learning
- Time management