Phan Dai
Blender 2.7

Van Nuys, CA - Email me on Indeed: <u>indeed.com/r/Phan-Dai/bedb1416257a762b</u>

WORK EXPERIENCE

Unity Game Develop
 - February 2015 to July 2017

I have 2 years experience as self-developer, strongly in C# and deeply understand about game optimizer such as LODs - increase FPS - Occlusion - Lighting - tools software. I'm preparing to publish my newest game for the smartphone on Google store and App store.
This is my game on Play Store: https://play.google.com/store/apps/details?id=com.PhanPro.DefendTheCamp2
Blender 2.7: Basic skill with Blender, know how to use blender for model optimize such as LODs.

Engineer Game Tester
Gameloft Viet Nam - June 2009 to October 2011

2009-2011) in game
tester position. My job includes gameplay walkthrough test, stress test,
compatibility test.

EDUCATION

AS degree in Computer Science in Computer Science
Los Angeles Valley College

SKILLS

.NET (1 year), Blender (Less than 1 year), C# (3 years), C+ (3 years), Java (1 year), Unity 3D (2 years)

ADDITIONAL INFORMATION

Technical Skills:

Platforms: Windows, Linux, Mac

Programming languages: C++, C#, .NET, Java, SQL.

Tools: Unity Engine 4-5.6, Mono Develop, Visual Studio, Blender 2.7.