Võ Đăng Khoa

Game Developer

📞 Contact

📞 **081.225.0939**

@ **kaizdawson@gmail.com**

👤 About Me

Game Developer Intern with hands-on experience in Unity (2D) and C#.

Built a 2D top-down action RPG focusing on responsive player controls, combat systems, and enemy behaviors.

Strong programming foundation (OOP) and enjoy iterating on gameplay feel to create engaging player experiences.

🧩 Skills

- Unity (2DGameplay Development)
- C# Programming
- Lua (Basic – Gameplay scripting)
- Git / GitHub (Version Control & Collaboration)
- Gameplay Programming
- Player Movement & Combat
- Enemy Behavior / Basic AI
- Object-Oriented Programming
- Roblox Studio (basic gameplay scripting)
- Basic understanding of client-server architecture in online games
- English Communication (Reading, Writing, Speaking)

🎓 Education

● Software Engineering
FPT University   2021-2025

Focused on software engineering fundamentals including programming principles, object-oriented design, data structures, and system development using .NET technologies.

💼 Work Experience - Projects

● TimeRift – 2D Top-Down Action RPG | Unity, C#
Personal project focused on gameplay programming   2025

- Built responsive movement + combat feel (cooldowns, hit detection, projectiles)
- Implemented basic enemy AI and tuned patterns for fair difficulty
- Created dungeon progression and iterated on pacing (spawns/rewards)

● AI-Supported English Speaking Practice Platform
Graduation Project | Team Leader   2025

Led a small team in developing an AI-supported English speaking practice platform as a graduation project.

Responsible for task planning, system design, and contributing to backend development and API integration.

● FPT Software
Software Developer Intern (3 months)   2024

Participated in a 3-month internship program at FPT Software, working in a professional software development environment.

Worked on assigned tasks, learned team workflows, and gained practical experience in software development and collaboration.

● AR Card Create Website
Entrepreneurship Course Project | Team Leader   2024

Led a small team in developing an interactive web-based AR greeting card creation platform as part of an entrepreneurship course.

Responsible for idea development, feature planning, and contributing to implementation of interactive user experiences.

● ICOViet Analysis Website
Early Stage Layout Contributor   2021

Contributed to early UI layout implementation and front-end adjustments

Worked on page structure, styling, and small UI fixes to improve readability

📖 Certifications

University of Science – VNU-HCM

Network Administration & Cybersecurity Fundamentals(Networking, System Administration, Basic Security)