



Võ Đăng Khoa

Game Developer Intern

Contact

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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)