Tuyetnhi Neenee Ngo

Game Programmer

CONTACT

- 913 Briar Court, London, ON
- tuyetnhi@hotmail.ca
- kurochanh.github.io
- 226 218 7628

PERSONAL SKILLS

Quick Learner	Cooperative
Computer Efficient	Communication
Attention to Detail	Independent

TECHNICAL SKILLS

C++ and OpenGL	C#
HTML5/CSS3/JS	Unreal
Java	Unity

LANGUAGES

English	Expert
Vietnamese	Expert
French	Novice

SOCIAL MEDIA

- kuroChanh #1715
- @ChanhKuro
- kurochanh
- Tuyetnhi Neenee Ngo
- github.com/kuroChanh

HOBBIES

- Game Development
- Web Development
- Playing Video Games
- Drawing

ABOUT ME

I'm a game programmer that's currently working on my own custom engine in C++ and OpenGL, learning to implement different techniques to try and make my own personal game. I'm a quick learner, I'm computer efficient, I keep my code organized, and I work hard to get the job done.

EXPERIENCE

Engine Workshop Facilitator - Humber College (2017 - 2018)
Students interested in making their own game engine would come to the workshop and I taught them techniques and structures used to make a simple game engine. I improved my leadership and communication skills, making it easier to teach the students.

Peer Tutor - Humber College (2017- 2018)
Helped students with any struggle from their programming course and explained methods they've learned and gave suggestions as to how to solve it. My problem solving skills have improved because I think of multiple ways to approach a problem or issue.

EDUCATION

Humber College (2015 - 2018)
Learned several programming languages, game engine architecture, and learned to use Unity and Unreal to create games for projects.

Preston High School (2011 - 2015)
Accepted into the Enhanced Program where students learned more material and learned at a faster pace.

PROJECTS

Custom Game Engine (2015 - Present)
Currently working on my own custom engine using C++, OpenGL, and other third party libraries to make my own personal game. Always learning and adding new techniques and shaders to my engine.

Custom Website (2015 - Present)
I made my own custom website using HTML5/CSS/JS. It has information about me, my portfolio, and some art that I've made. I update it with new content or change/add new layouts.

Tank Crusaders (January 2017 - April 2017)
Our class worked with a class from the 3D model course to make a game using Unreal. The theme was medieval tanks and I worked as a leader of the UI team. I worked on the options menu, the pause menu, and helped manage the code within my group and other team leaders.

Swipe Brigade (April 2018 - May 2018)
We learned to use swift in our final year and we made our own game for our final. I learned most of the content on my own to make a game where you slide the incoming enemies away from the castle.

ACHIEVEMENTS

June 2018 - President's Medal
Presented to returning students that have given large commitment to their course.

March 2018 - Women in Technology
Presented to returning female students that have excelled in studies and enrolled in one of the technology programs.

March 2018 - 50th Anniversary Scholarship
In honour of Humber's 50th anniversary, returning students in any program who have shown a strong commitment to Humber are rewarded.

December 2013 - 1st Degree Black Belt
Earned the title of black belt through years of training, endurance, and determination. Received a certificate, diploma, and a license.

June 2011 - Don Wisson Award
Rewarded for being a team player, including others and giving their best efforts in all activities.