

Ethan Truong

Game Developer | Game Designer

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Profile

A Game developer with a wide range of programming skills and experiences in multiple platforms. A quick learner, self driven, problem solver and hard working. An exceptional student with a well-respected GPA, a team player with great leadership skills. I'm passionate about game and spent most of my free time learning new tools, recreating some of my favourite games using the Unity/Unreal Engine or joining game Jams, you can check out some of my previous projects on my website (Link: libiki123.github.io/ethan-truong).

Work Experience

Marion Surgical

Game Developer

Toronto, ON

June 2021 – present

- Develop a VR game In Unreal Engine using C++ & Blueprint
- Design, suggest ideas and work with the client to turn his vision into a full flesh game
- Writing maintainable and easy to understand code
- Create simple VFX and shader for the game prototype
- Understand and work with other plugins (ex: VR Expansion plugin)
- Work independently, solve problems through documentation or help from the game dev community
- Working with other team to developer other aspects/ features of the game
- Adjust/fix simple stuffs on models using Blender as needed

Projects

VR car mechanic simulator (UE4) – Individual project (2021/07 - present)

A project I start working on recently, It VR simulator that allow you to screw/unscrew parts of a car

Link: Private

Getting Over it – But is it? (Unity) – Individual project (2021/05)

This is my submission for the 2021 CGX Grad Jam – Game Jam

Link: https://github.com/libiki123/Getting_Over_It_But_Is_It

AR Arcade racing (Unity) – Individual project (2021/06)

An Arcade racing build using the unity AR foundation – cross platform mobile game

Link: https://github.com/libiki123/AR_Racing

2D platformer (Unity) – Individual project (2021/04 – present)

A 2D platformer using state movement and Finite State Machine for enemy AI

Link: https://github.com/libiki123/2D_Platformer - In progress

Mobile games Replica (Unity) – Individual project (2021/05)

Replica of some the famous mobile games

Link: [Fruit Ninja Replica](#) | [Line Rider Replica](#) | [Angry Birds Replica](#) | [Cut The Rope Replica](#)

Dungeon and level Generator (Unity) – Individual project (2021/05)

An advance procedural level and dungeon generator

Link: https://github.com/libiki123/Dungeon_And_Level_Generator

Education

Seneca College

Computer programming and Analysis

3.9 GPA

North York, ON

January 2018 – August 2020

Skills

Game Development

- Programming/Languages: **C#, C++**
- Experiences: Design/create small games using Unity and Unreal Engine

Mobile Application Development

- Programming/Languages: **Objective-C, Swift, Java, Kotlin**
- Experiences: Design/create small apps using Xcode/Android studio. Able to use external frameworks, APIs (Cocoapod, Carthage, ...). Familiar with mobile database (SQLite, Core Data, Firebase ...)

Software Development

- Programming/Languages: **C, C++, Java**
- Experiences: Design small size program, simple algorithms

Web Development

- Programming/Languages: **JavaScript, HTML, CSS, MySQL, Typescript**
- Framework: **Angular, Vue, React**
- Experience: Create simple websites in both back/front-end.

Database

- Programming/Languages: **SQL**
- Databases Management: Oracle 8.x/9.x, SQL Server

Volunteer

Canada Day – Organized by Can Cham Vietnam and the Consulate General of Canada (2013/07 & 2014/07)

The Terry Fox Run – Organized by Can Cham Vietnam and the Consulate General of Canada (2013/11 & 2014/11)

Charity - Activities at our school charity network at the orphanage for blind children (2013, 2014 & 2015)
