Ethan Truong

Game Developer | Game Designer

📍 Scarborough, ON

✉️ bangatruong@gmail.com

libiki123.github.io/ethan-truong 🌐

github.com/libiki123 🐙

linkedin.com/in/ethan-truong-abc123 in

👤 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 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   Toronto, ON

Game Developer | Full-time   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 playable Demo
- Writing maintainable and easy to understand code
- Create simple VFX and shader for the game prototype
- 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
- Create simple animations/models using Blender

CaseWare International   Toronto, ON

Automation Test Developer | Co-op   September 2019 – May 2020

- Developed fully automated tests that are maintaining current features or find out bugs when new features deployed using Java & C#
- Understanding and working with Agile workflow (Scrum and Kanban)
- Create/add/refactor testing SDK library used to communicate with company cloud server
- Contributed in designing UI for a new multi-sever cloud feature
- Collaborated with different team depend on the project
- Used Jenkin to run and maintain tests

📋 Projects

VR car mechanic simulator & boxing (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: Currently 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	North York, ON
Computer programming and Analysis	January 2018 – August 2020
3.9 GPA	

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