

Hanoi, Vietnam  
9/8/1996  
[Lamdr96@gmail.com](mailto:Lamdr96@gmail.com)  
[ltnguyen14.github.io](https://github.com/ltnguyen14)  
+01-(812)-528-4361

# Lam Nguyen

## Game Engine Programmer

I am a game engine programmer with a passion for building games, especially from scratch, as I love building game tools and engines. In my spare time, I like to work on my AI projects and play tennis.

### Skills

Languages	<b>Vietnamese:</b> Native language <b>English:</b> Fluent	
Programming Languages	<b>Professional knowledge</b> <b>Basic knowledge</b>	C/C++, Python, Java/Scala, OpenGL C#, Javascript, GLSL
Engines	Unity, Unreal Engine 4	
Other	Visual Studio, GIT, CUDA, SQL, ReactJS	

### Education

August 2014 – May 2018 (Expected)	<b>Earlham College – Richmond IN, USA</b> <ul style="list-style-type: none"><li>• Bachelor of Arts in Computer Science. GPA: 3.8/4.0. In-major GPA: 3.93</li><li>• Merit-based Scholarships, Presidential Scholarships</li><li>• Undergraduate Coursework: Operating System, Algorithm, Databases, Software Engineering, Functional Programming, Parallel and Distributed Computing, Graphics, Networks and Networking</li></ul>
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### Work experience

August 2018 - Present	<b>Software Engineer</b> – Angie’s List – Search Team <ul style="list-style-type: none"><li>• Team focus on advertising within the product along with integration of third parties into the platform</li><li>• Working to improve search functionality to match business needs</li></ul>
January 2018 – August 2018	<b>Senior Backend Programmer</b> – NADA <ul style="list-style-type: none"><li>• Lead a team of four programmers to build the server backend for NADA; a startup focuses on connecting students on campus through services they can provide.</li><li>• Build the entire backend from scratch using Python/Flask</li></ul>
Summer 2017	<b>Product Manager Intern</b> – Angie’s List – Search Team <ul style="list-style-type: none"><li>• Help redesign the whole search experience on the website</li><li>• Work closely with Data Science team to apply statistical analysis to millions of reviews</li></ul>

### Project

<a href="#">OptiEngine</a>	A 2D game engine made “from scratch” in C++ and OpenGL using ECS pattern
<a href="#">Survival Engine</a>	A 3D game engine made in C++ and OpenGL – <i>GLFW</i> , <i>GLM</i> , <i>stb_image</i>
3D Renderer	A hybrid between a rasterizer and ray tracer – C++ and OpenGL.