Thinh Pham

Game Developer

Profile

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- 👤 Male
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- 📍 Hanoi, Vietnam

Skills

Software Development
C/C++, C#, Java, Qt, OpenGL

Game Development
Unreal Engine, Unity

IoT/Embedded Development
Raspberry, Arduino, AVR, ESP

Education

Hanoi University of Mining and Geology

2009 - 2014

BE in Information Technology

Summary

- I started in gamedev in 2012, my first job was to develop and publish Java games. Later, I switched to Unity for Android games.
- In 2019, I started using Unreal Engine for next-gen game develoment on PC/Android/VR. Experienced through projects, I have solid knowledge about engine's source, and other modern gamedev techniques.

Work experience

Web/Game Developer   *2011 - 2012*

EasternSun, CPIT (Vietnam)

- Full-stack web developement.
- J2ME game development and publishing.

Software/Game Developer   *2014 - 2019*

Indie, Freelancer

My job expanded to many development fields:
- Android game with Unity Engine.
- Desktop software with Java, C++, Qt, OpenGL.
- Embedded/IoT application on Raspberry and AVR/ESP MCUs.

Unreal Engine Developer   *2019 - 2024*

Dreamchasers (Singapore)

As a senior Unreal Engine developer at Dreamchasers, my jobs were:
- Dev next-gen, multiplayer games
- Dev interactive games
- Dev AR/VR applications

We have delivered many big client projects successfully, such as:
- Singapore GrandPrix 2020
- VinPearl Phu Quoc 2021
- Singapore HomeTeam Festival 2023

I also join in company's in-house game projects:
- Online MOBA game.
- Online board game.

My personality project on-going:
- Traffic System with AI-driven vehicles.

Honors & Awards

2012   Runner-up Award on Lumia Developer Contest

2013   First Prize Award on Nokia Asha Competitive

2014   First Place on Mobile Dev Hackathon (PTIT Institute)