# **Thinh Pham**

Game Developer



## **Profile**

- 24/06/1991
- 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.
- FYI, my biggest achievement was have succeeded in R&D mocap algorithm.

# 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 Al-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)

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