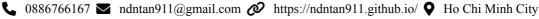
Nguyen Duc Nhat Tan

Unity Game Developer





OBJECTIVE

Motivated and detail-oriented fresher with a strong foundation in **C#, Unity, and object-oriented programming**, seeking an opportunity to contribute to game development while gaining hands-on industry experience, collaborate with cross-functional teams, and grow into a professional developer.

EDUCATION

University of Science - VNUHCM

Sep 2021 - Aug 2025

Software Engineering

GPA: 8.4/10

WORK EXPERIENCE

Teko Solution Apr 2024 - Dec 2024

Frontend Developer

- Developed responsive web applications using JavaScript/TypeScript, React, and modern frontend frameworks.
- Collaborated with designers and backend engineers to deliver user-friendly interfaces.
- Applied performance optimization, clean coding practices, and version control (Git).
- Experience working in Agile/Scrum environments.

SKILLS

Languages	C#, JavaScript
Game Engine	Unity (2D & 3D)
Specialties	Gameplay programming, Physics simulation, Profiling & optimization, Modular architecture (OOP)
3D Graphics	Blender basic, Asset integration, Shader basics
Tools & Platforms	Git/GitHub, Visual Studio, Figma, Agile/Scrum

CERTIFICATIONS

TOEIC: 810 2025

PROJECTS

Kitchen Chaos

Cooking Game (Unity/C#)

- Developed gameplay inspired by Overcooked, including order management, time-based challenges.
- Designed kitchen stations (cutting board, stove, serving counter) with interactive objects.
- Created **dynamic UI system** to display recipes, timers, and feedback.
- Balanced game difficulty through **task complexity** to improve player engagement.

Itch.io: https://ndntan911.itch.io/kitchen-chaos

Demo: https://drive.google.com/drive/folders/1U9I5eB-1qj4cExxKZ80NRncDoTQE -hY?usp=sharing

Ashfall -

Action Platformer (Unity/C#)

• Designed and implemented **custom player controller** with smooth movement, jumping, and combat mechanics.

- Developed **enemy AI** with state-based behaviors (patrolling, chasing, attacking).
- Built health, damage systems to enhance gameplay flow.
- Designed modular architecture using **OOP and reusable components** for scalability.

Itch.io: https://ndntan911.itch.io/ashfall

Demo: https://drive.google.com/drive/folders/1jNkD1v-mkRv9HnNQpgI5uoJitmIRSlTx?usp=sharing

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