




Nguyen Viet Hoang

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EDUCATION

Sai Gon University

June 2020 - Present

Information Technology Majoring

SKILLS

Languages: C Sharp, Python, HTML/CSS, L^AT_EX

Tools: Git/GitHub, VS, VS Code, Unity Engine

Frameworks: .Net Frameworks, .Net Core

PROJECTS

Axietris | *UnityEngine, Git, VS, VS code*

Nov. 2023

- Team Project for Axie GameJam 2023
- Programming a puzzle game with action elements using Unity Engine
- The main task is to implement UX/UI and edit components in the backend
- Learning how to use Unity and game models within Unity

Knife Hit - Personal project | *Unity Engine, Git, VS code*

Set. 2023 - Dec. 2023

- Personal project for the Specialized Project course.
- The mini-game I made in my free time is based on a game that was once a hit.

The Battle | *Unity Engine, Git, VS code*

Jan. 2024 - Present

- Personal project for the Specialized Project course.
- Programming a strategy game using Unity Engine and training AI using Unity ML-Agents Toolkit

EXPERIENCE

Axie GameJam 2023 | *Participants*

Nov. 2023

Participating in the game development competition organized by Sky Mavis

SGU Chess Club | *Member*

2020 – Present

Participating in chess puzzle with the main subject being chess s

HOBBIES

Game

Music