Ôn Thành Đạt

Game Developer Intern

"The only way to do great work is to love what you do. If you haven't found it yet, keep looking. Don't settle." - Steve Jobs.
An Information Technology student with 2 year of experience in game development, proficient in programming, graphic design, and project management. Passionate about creating unique games and continuously learning new technologies. Aspiring to join a game development internship to apply my expertise and advance my career.

PERSONAL INFORMATION

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INTERESTS

Game Development.
Sports.
Travel.

EDUCATION

Industrial University of Ho Chi Minh City

Major: Information Technology (4th-year Student)

2021   -   2025

GPA: 3.0 / 4.0
TOIC: 610 / 990
Awarded merit-based scholarships twice.
Successfully completed all major-related courses on schedule.

SOFT SKILLS

_Problem-solving.
_Effective Teamwork.
_Self-learning and knowledge updating.
_Creative thinking in programming.
_Ability to read and understand English documents.

HARD SKILLS

Programming Skills:
_C#, Java, HTML/CSS, ReactJs,
_Python, C++/C.
_ Understanding of data structures and algorithms.

Applications:
_Unity, Visual Studio, Eclipse, GitHub.
Graphic Applications:
_ BlockBench, Aseprite, Basic Blender.

Networking:
_Knowledge of computer networks and network services like DNS, DHCP, Web Server.
_Understanding of Router and Switch configuration.
_Proficient in deploying, configuring, and monitoring network services .

PROJECT HIGHLIGHTS

3D Game Project

Genre: Endless Runner
Technology: Object Pool, Object Management, Collision Detection, Shader, GUI,...
Model: StateMachine for 3D model state management
Game Link: https://ondat24.itch.io/cosmic-runner
GitHub: https://github.com/ondat2401/3DGame
Youtube Link: https://youtu.be/XCkeNqReW-Y
Description:
Cosmic Runner is an endless runner 3D game designed to challenge players' reflexes and timing. Players control a
character navigating through a dynamic environment filled with obstacles and collectables. The game leverages

character navigating through a dynamic environment filled with obstacles and collectables. The game leverages advanced game mechanics such as Object Pooling for efficient memory management, Collision Detection for interactive gameplay, and custom Shaders for visually stunning graphics. A StateMachine system manages the character's animations and states, ensuring smooth transitions and immersive gameplay.

2D Game Project

Genre: RPG
Technology: Artificial Intelligence, Combat Algorithms, Skill Manager
Model: StateMachine for state management
Game Link: https://ondat24.itch.io/demo-rpg-game
GitHub: https://github.com/ondat2401/DemoRPGGame
Description:
Demo RPG Game is a 2D role-playing game (RPG) that combines strategic combat and immersive storytelling. The game features an advanced AI system for dynamic enemy behavior, combat algorithms for engaging battles, and a Skill Manager to customize character abilities. Built using the StateMachine model for state management, the game ensures fluid transitions between character actions. Players can explore a rich world while leveling up their skills and engaging in tactical combat scenarios.

Online Shopping Website Project

Website: Online Clothing Store
Features: Registration, Login, Add Items, Checkout
Technology: HTML/CSS, JavaScript, Bootstrap
GitHub: https://github.com/ondat2401/ondat2401.github.io
Website Link: ondat2401.github.io