

CUONG PHAM

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OBJECTIVES

I am crazy about video games. I want to be able to deliver the best gaming experience possible to the users and to myself. My goal is to one day release a game that can rival popular game such as League of Legend, Fortnite, Player Unknown Battlegrounds, and World of Warcraft.

SKILLS AND TOOLS

- **Microsoft Office:** Word, Excel, and PowerPoint
- **Coding languages:** C/C++, C#, Java, JavaScript, Python, Html, Assembly, Swift, Lua, Haskell, and Assembly Language
- **Platform:** Window, Linux, Mac OS, IOS, Android
- **Development Tools/Software:** Android SDK, Visual Studio, Unreal Engine 4, Unity, RPG Maker, Firebase, Xcode

PROJECTS

- Work with 4 friends on a RPG Horror project using RNG Maker MV. Learned about level design, map design, storyline, game mechanics, and teamwork.
- Working with 2 friends on a game project using Unity. Was able to finish and release on Google Play,
<https://play.google.com/store/apps/details?id=com.AboveAscension.FeedorStarve>

EDUCATION

- University of California San Diego
- Bachelor of Mathematic Computer Science
- Graduation Date June 2018

PERSONAL

- Willing to learn and adapt new skills to become a better programmer/designer.
- Highly creative and passionate about game design.
- Have played multiples video game genres include but not limit to RPG, FPS, Sandbox, Puzzle, Survival, MMO, Virtual Novel, MOBA, Rhythm game, etc.
- Familiar with Agile and Waterfall methodologies.
- Can work under stressed environment.