

# 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
- **Platform:** Window, Linux, Mac OS, IOS, Android
- **Development Tools/Software:** Android SDK, Visual Studio, Unreal Engine 4, Unity, RPG Maker, Firebase, Adobe Photoshop

## 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.
- Work with a team of 10 people and created a Blood Alcohol Calculator app for IOS. Was the UI designer and tasked with the responsibility of creating the layout and transition between pages. Also took part in creating a mini beer pong game which purpose is for testing to see if the user is sober enough to play and complete the game.

## 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.