TRUONGHOAIPHONG

UNITY DEVELOPER
FRESHER

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CAREERGOALS

I'm a graduate Software Engineering student and I'm interested in developing video games . I have accumulated knowledge about game system development through research and are doing projects. I have worked with C#, Unity Engine. In addition, I have experience working with Unreal Engine 5 and Blender graphics software. In addition to game programming, I can also do 3D animation. I have the ability to work Independently and even in a group, I always have the spirit of learning and problem-solving skills. I always pay attention to details and have good communication skills. I look forward to joining your development team to contribute and develop quality products.

EDUCATION SOFTWAREENGINEERING GIADINHUNIVERSITY Oct 2020 – Oct 2023

Cumulative GPA (System 4): 3.45

SKILLS&BACKGROUNDKNOWLEDGE

Main Skills : C# , Engine Unity, Data structures & algorithms
Unreal Engine 5
Blender
Animation 3D
Other Skills: HTML, CSS, JavaScript (Front End Web)
MySQL, NoSQL
(Firebase)Photoshop
Adobe
Github
OOP , SOLID ,Design Pattern

WORKEXPERIENCES

Game Project 3D-Fear
This is the first 3D game I made with the aim of mastering Unity 3D and using Animations created from Blender
+ Video show case: https://s.net.vn/4vnx

Animation 3D - Unreal Engine 5
I used UE5's metahuman and Neuron Axis Studio PNS to do the ANiamtions, my main job in this
Project is to create IKS from the mesh of 2 different sources, then create retarget changes for both sides, and finally create retarget IK so that the tow sides can connect to each other and execute. Show animation from axis neuron
+ Video Show case: https://www.facebook.com/phongth21/videos/1489245494952694

Game rabitinColor - mobile, windows (7 oct 2023)

In this project I use C# and the Unity engine, .Net is a simple platfrom game and was built for the mobile version

+ The source code on GitHub follows this path: https://github.com/phongtruong2106/MyGameP

+ video show project : https://goeco.link/qqpGZ

+ Dowload App: https://phongtruong2106.itch.io/project-rabit

Game Project 2 - windows, mobile (3 oct 2023 - is in the process of development)

This project I use C# and engine Unity, .net , I use state machine to build game structure, for data I use json, is a game in the form of action platfrom

+ The source code on GitHub follows this path:
https://github.com/phongtruong2106/ProjectGame2master.git

+ video show project https://s.net.vn/fbUp

Game Project Runner (7 oct 2022 – 7 oct 2022)

This project I use C# and engine Unity, .net , I use state machine to build the game structure, for database I use non SQL (firebase), is a game of Runner type, in the game there is a login and login mechanism. Sign and leaderboard

+ The source code on GitHub follows this path: https://goeco.link/iZDGjf

+ Dowload App: https://phongtruong2106.itch.io/project-runner

Game Space Ship – 2D

This project I implemented with basic coding techniques of OOP, SOLID and Design Patternt specifically Observer and Singleton, currently the project is in the prototype stage.

+ The source code on GitHub follows this path:
https://github.com/phongtruong2106/Project_2dd

+ video show project : https://www.tiktok.com/@phong21th/video/7329392524903140626