

# GIANG HOANG LONG

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## EDUCATION & AWARD

Multimedia Technology - Posts and Telecommunications Institute of Technology 2022 - Present

- Major in Multimedia Application Development
- Achieved A+ in C++ Programming and Data Structures & Algorithms (University Course)
- Ranked in the Top 50 Finalist Teams of the ICPC PTIT International Programming Contest (Sep 2024)
- Awarded the Merit-Based Scholarship (Good) for Semester I and II of the 2023-2024 Academic Year.
- Received the Certificate of Completion for the 2024 Samsung Applied Algorithms Course.
- Received the Certificate of Completion for the Google Project Management Course.
- Worked with C/C++, Java, SQL, Python, Unreal Engine 5.4, Design tools (Figma, Auto desk Maya, etc)

## PROJECTS

Little Cat's Journey | Made in 3 months - [Link](#)

- "Little Cat's Journey" is a relaxing adventure game that tells the story of a small cat overcoming challenges from hell to heaven.
- The game focuses on platformer gameplay with challenges involving movement, obstacle dodging, and simple puzzles.
- Project Scope: "Tổ chức sản xuất sản phẩm đa phương tiện" Course
- Project Completion Time: Sep 2024 - Dec 2024
- Supported Platform: Windows
- Roles and Responsibilities in the Project: Leader, Project Manager, Game Development using Unreal Engine 5.4.

Tiny in BubbleLand | Made in 36 hours - [Link](#)

- A 3D platformer game that follows the journey of a boy named Tiny as he tries to return to the real world after getting lost in the Bubble Land.
- In this world, bubbles serve as Tiny's means of transportation. However, to use this 'mode of travel,' Tiny must rely on a special item—a teleportation gun.
- The game focuses on platformer gameplay with challenges involving movement, obstacle dodging, and reaching the goal.
- Project Scope: Global Game Jam 2025 Competition
- Project Completion Time: Jan 2025
- Supported Platform: Windows
- Roles and Responsibilities in the Project: Leader, Project Manager, Game Mechanics and Environment Design.

## SKILLS

Unreal Engine (6 months) | C/C++ | Object-Oriented Programming (OOP) | Data Structures & Algorithms | Java | Python (Basic) | Figma | HTML | CSS | Game Design | GitHub | GitLab | Autodesk Maya (Basic) | Project Management (Basic) | Microsoft Planner