

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](#) Sep 2024 - Dec 2024

- "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
- 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](#) Jan 2025

- 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
- Supported Platform: Windows
- Roles and Responsibilities in the Project: Leader, Project Manager, Game Mechanics and Environment Design.

PERSONAL SKILLS

- Strong English reading comprehension and research skills to tackle problems effectively.
- Ability to work independently or in teams, with a high sense of responsibility.
- Creative mindset, always open to feedback to improve game quality.
- Passionate about self-learning and continuously exploring new technologies.
- Enthusiastic about gaming, interested in various aspects of game development beyond programming.

PROFICIENCY

Unreal Engine (6 months) | C/C++ | Java | Python (Basic) | Figma | HTML | CSS | Game Design | GitHub | GitLab | Autodesk Maya (Basic)