

NGUYEN THANH PHUONG

UNITY DEVELOPER



PERSONAL DETAILS

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📍 District 7, Ho Chi Minh City

📅 June 13, 2003

EDUCATION

Ho Chi Minh City University of
Technology 2021 - Present

Major: Information Technology

Specialization: Software Engineering

TECHNICAL SKILLS

- Game Engines (Unity)
- Programing languages (C# , C++)
- Object-Oriented Programming
- Understanding physics and animation
- Version control using Git, GitHub
- Database Management (SQL, XAMPP)

SOFT SKILLS

- Logical thinking & problem-solving
- Time management
- Adaptability
- Communication skill
- English technical reading skills

PROFILE

An enthusiastic and driven developer eager to gain hands-on experience in a professional environment as a Unity Developer Intern. Passionate about enhancing programming skills, developing high-quality game mechanics and systems using Unity and C#, and contributing to the gaming industry. Committed to learning from industry professionals and advancing toward a career as a professional Unity game developer.

PROJECTS

Game 2D Top Down - RPG

Sep/2024 - Dec/2024

A Top-Down 2D RPG metroidvania game created with Unity, providing players with diverse challenges and engaging puzzle-solving experiences.

- **Team size:** 1
- **Language:** C# (Unity)
- **Categories:** Action-RPG, Metroidvania
- **Skills:**
 - Designed and implemented gameplay mechanics such as character movement and environmental interaction.
 - Applied physics-based animations for smooth and natural movements.
 - Built multiple levels to enhance player engagement.
- **GitHub Repository:**
<https://github.com/phuongit1306/Game-2D-Top-Down-RPG.git>
- **Link Demo:**
<drive.google.com/file/d/12-AwKi8wpgKtRZRlw47gYBs3Zyl1wfqW>



Unity 2D Game - Shooter

Feb/2025 - Present

A Top-Down 2D shooter game built with Unity, offering an immersive player experience where they take on the role of a shooter fighting off enemies.

- **Team size:** 1
- **Language:** C# (Unity)
- **Categories:** Action-RPG, Shooter games
- **Skills:**
 - Designed and implemented core gameplay mechanics such as character control, shooting, and movement.
 - Developed enemy AI to track and follow the player.
 - Created user interface and integrated game sound effects.
- **GitHub Repository:**
https://github.com/phuongit1306/Game2D_Shooter.git