# LẠI NGUYỄN VĨNH PHÚ

## GAME DEVELOPER

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Binh Thanh, HCM, Viet Nam

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## EDUCATION & CERTIFICATIONS

**Bachelor of Computer Science**
Majors: Computer Science
University Of Information Techology

**Computational Thinking for Problem Solving Course**
University of Pennsylvania

**The TOEIC® Certificate of Achievement**
740/990 (Listening - Reading)
300/400 (Speaking - Writing)
IIG Vietnam

## ABILITIES

· Unity C Sharp
· Cocos Creator
· Github - Gitlab
· ReactJS, NestJS
· C++
· Jenkins
· MongoDB
· Machine Learning

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## PROFESSIONAL EXPERIENCE

**Gameloft Vietnam - Saigon**                                                      **Aug 2022 - Feb 2023**
**C++ Game Programmer - Intern**
I worked as a C++ programmer intern at Gameloft Vietnam. I learned a lot about C++ and how to work in a professional environment.

**Mecury Studio**                                                                       **Sep 2023 - Present**
**Game Developer**
I'm currently a game developer at Mecury Studio. I'm working with game designers and artists on game projects using Cocos2d and Unity.

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## PROJECTS

**Asphalt 9**
**Gameloft Vietnam - Saigon**
Programming in C++: cooperate with game designers to develop new features, fix bugs, and refactor.
Maintain the build chain and workflow, working with Python scripts, batch scripts, Lua, etc.
Daily meetings with the A9 team to report working progress, discuss, and find solutions for tech problems.

**Panda Master**
**Mecury Studio**
Use Cocos Creator to develop Panda Master, a casino slots game. In this project, I used the shared core of dev team to set up the basic logic of a casino slots game, like scrolls, stops, bets, etc. Then cooperate with game designers and 2D artists to develop specific features for this game.
Panda Master has some special features: An animated panda stands in one side of the main view. The panda can do some special skills randomly to give players a big prize for their bet.
Some problems I faced while doing this project:
· Implement Panda animation trigger logic.
· Implement special effects like flying fireballs, tai chi stance lights, etc.
· Handle server data to trigger the right action of the panda.
· Optimize asset loading flow.

**Assets Localizing Tools**
**Mecury Studio**
Use Typescripts to implement tools that help developers set up the localized assets (images, fonts, and spine animations) in the right format, so the localized game logic can load the right assets depending on the language configuration while loading games.

**Build - Version Control Web Tool**
**Mecury Studio**
Use ReactJS, NestJs, and MongoDB to develop an easy-to-use UI web app that helps developers and managers build games and control the game's version. The building task is handled by Jenkins Jobs and includes some actions like building, uploading the built game to the server, and updating the tag on the github repository.
Some problems I faced while doing this project:
· Jenkins Jobs have different parameter formats.
· Track the build status of the building task.

**Learning Projects**
**Personal**
In order to learn Unity and Game Development, I did some projects that applied many techniques so that I could learn and remember the knowledge better. I learned things through those projects, like Unity physics, 3D rendering, 2D rendering, shader graphs, VFX graphs, game programming design patterns, etc.
Here are some of my personal projects and their demos:
· Flappy Bird (C++): https://youtu.be/5E6iAwEELds
· Dr. Strange Portal: https://youtu.be/HCGWXQIJSbM
· Smash the Capsule: https://macteo.itch.io/smash-the-capsule
· 3D Pool: https://youtu.be/-G8uWSB-JOg