

Nguyễn Đỗ Quang

Game programmer

Birth: 01/02/2000

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Overview

- **Over 3 years of experience in programming with good communication and quick learning skills**

- Proficiency in Data structure and algorithm, maths
- Proficient use of source code management tools: SVN, GIT
- Proficiency in operating systems: Linux (Ubuntu, OSX), Windows
- Ability to learn and apply new technology quickly
- Great attention to detail

Work experience

19/5/2023 - Now	GAMELOFT
Position	Game Programmer
Responsibility	<ul style="list-style-type: none">- Working with Gameloft's proprietary game engine- Working closely with QA teams in the process of debugging and solving challenging technical problems.- Supporting game designers and data analyst to deliver new features to game project.- Communicating with external artists and audio team in the improving visual fidelity and audio quality.- Writing scripts to automate testing and cleaning game data.- Reading stack trace logs on mobile devices to detect application crashing issues.- Modifying technical documents as needed.
17/4/2023 (2 weeks)	GAMELOFT
Position	Trainee
Responsibility	Make space invaders clone
06/2022 – 8/2022	SPIRITLAB
Position	Front-end Developer Intern
Responsibility	Create coding frames and implement necessary components for the project.

Skills

Main	<ul style="list-style-type: none">■ C/C++ and OOP knowledge.■ C#, Java, Python, Assembly.■ Game Engine: Proprietary, Unity, Godot..■ Basic graphics APIs: OpenGL, Vulkan.■ Excellent command of English.
Other	<ul style="list-style-type: none">● Javascript.● ThreeJS: 3D graphic framework based on WebGL.● GDScript.

Awards and activities:

06/2022	Youpreneur launchpad 2022 3th prize
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	Build app for start up competition Demo(design for mobile): Link to Shield
2020	Training and teaching club at school Design training seminar session, do preparatory training before exams for students.
2021	Join some voluntary activities

Interesting Projects

3D PONG GAME	
Demo Link:	https://quangcrazymen.github.io/Breakout-Using-Threejs/
Descriptions	3D version of the classic game: Break-out game
Technology in use	ThreeJS, WebGL, Javascript
SPACE INVADERS GAME USING C++	https://github.com/quangcrazymen/SpaceInvader
Descriptions	Space invaders clone game made by c++
Technology in use	<ul style="list-style-type: none"> - Program the game, implement lots of design pattern - C++ - SFML framework

Education

2020 - 2023

University of information technology - VNU - HCM

Major - Computer science

GPA: 8.06/10