



DO XUAN PHONG

Introduction

Aspiring Game Developer and Game Designer with a strong foundation in C++, Unity, and Unreal Engine. Passionate about game design and building engaging, accessible game experiences.



(+84) 832030400



dxphong2000@gmail.com



2/3/95 Kim Ma, Ba Dinh District, Hanoi, Vietnam

PORTFOLIO

<https://phongdx22.github.io/Portfolio/>

WORK EXPERIENCE

North Technology and Services JSC

Technical Support Intern | Jun – Sep 2023

Provided support to multiple clients on office software and hardware systems. Through the job, I developed many communication and problem-solving skills.

VNPT Group

AI & Big Data Intern (01 - 03/2021)

Assisted with training AI models in Python and analyzing data using R. I also learned foundational concepts in machine learning and data pipelines.

LANGUAGE & SKILLS

- English: 8.0 IELTS
- Unity (3 years)
- Unreal Engine 5 (2 years)
- C++, C# (2 years)
- Git

PROJECTS

The One After - BUV Game Jam 2025 (Group)

Turn-based Boss rush game made during BUV Game Jam with the theme "Only One" / 19–21/05/2025

- Design and develop the enemy, including animation, logic and attack patterns.
- UI design, including both the main menu and winning level.

Macro Hard - Top-down Tank game (Group)

Local multiplayer top-down tank game with multiple game modes / 02–05/2025

- Designed and developed tank controls as well as the PvP game mode.
- Contributed to level design and camera controls.

Rallyfront - Tower Defense game (Group)

Tower defense game with player character controls / 10/2024–5/2025

- Design and balance towers.
- Contributed in UI design, specifically buying/selling and upgrading towers UI.

Kingdom and Heroes (Board Game)

Strategy board game with medieval fantasy theme for 2-4 players / 02–05/2025

- Design a turn-based system using cards representing characters and resources.
- Designing rulebook, as well as a playable hard copy prototype.

Elemental Knights - 2D Action game

Top-down 2D action game with major inspiration from classics like Zelda / 02–05/2025

- Self-design and developed the entire game.
- Utilising the sprint project management for maximum efficiency.

EDUCATION

British University Vietnam

Computer Games Design & Programming
2023 - now

Case Western Reserve University, USA

Mechanical Engineering
2018 - 2022