



# DO XUAN PHONG

## 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.

## 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](mailto: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

## EDUCATION

### **British University Vietnam**

Computer Games Design & Programming  
2023 - now

### **Case Western Reserve University, USA**

Mechanical Engineering  
2018 - 2022