

TRAN HOANG KIET

AN PHU TAY, Ho Chi Minh, BINH CHANH, Vietnam

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Summary

Dedicated and innovative Unity Game Developer with a passion for creating immersive and engaging gaming experiences.

Education

University of Economics Ho Chi Minh City – Bachelor's, *Software Engineering* 2021 – 2024
Currently enrolled in

CodeGym – Certification, *Unity Game Development* 2023 – 2023

Digiart Academy – Certifications, *2D Game Art and Design* 2023 – 2023
Currently enrolled in.

Experience

Developer and Game Designer – How Mob Feels, *Platform game with rich stories.* 08/2023 – 09/2023

Wrote game stories and game design documents.
Created the game from scratch in Unity 2D.
Tested and built game in WebGL.
Applied Object Pooling Pattern.

Link to WebGL: [Unity WebGL Player](#) | [Underdogs \(sunnyfleur.github.io\)](#)

Developer and Game Designer – Space Conqueror, *3D Space Shooter game* 11/2023

Wrote design documents.
System design with class diagrams.
Level design.
Created the game in Unity 3D.
Test and built game in Desktop, WebGL.
Multiplayer with Photon PUN.
Player management with Playfab.

Technical Skills

Programming Languages: Proficient in C#, familiar with Shader Lab, Java
Game Development: Extensive experience in Unity 2D, 3D implementing game mechanics, and optimizing performance.
Design Patterns: Experienced with Singleton, Object Pooling and State Machine.
Version Control: Familiar with Git for source code management.
Digital Painting: Proficient in using digital art tool such as Adobe Photoshop to create game assets and concept art.

Other Skills

Adaptability: Comfortable adapting to new technologies.
Language: Able to speak fluently, write and read documentations in English.