TRAN
HOANG KIET

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SUMMARY

I am seeking an internship opportunity to apply and enhance my skills in a real-world setting, while learning from experts and making a positive contribution to the company.

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.

CERTIFICATIONS

IELTS Academic 7.0.
Game Jam Certificate of Participation.

EXPERIENCE

MOON WALKER (TEAM PROJECT) Game Jam: "Make me laugh"
Game Artist. 01/2024 – 01/2024
Description: A hilarious, action-packed, platformer game.
Task:
- Drew 2D pixel sprites and animations for main character and enemies.
- Contributed to developing game ideas by brainstorming game mechanics and story elements.

Link to WebGL: MoonWalker by huytl2107 (itch.io)

SPACE CONQUEROR (PERSONAL PROJECT) 3D Space Shooter game
Developer and Game Designer. 11/2023
Description: A 3D space shooter with competitive multiplayer and single-player campaign (still in development).
Task:
- Created the game with Unity 3D.
- Tested and built the game for Desktop and WebGL platform.
- Implemented multiplayer functionality using Photon PUN 2.
- Utilized Azure Playfab for player management.

Demo on Youtube: SpaceConqueror Demo Video (youtube.com)

Description: A pixel, platformer game with strategic elements and an engaging storyline.

Task:

- Created the game with Unity 2D.
- Tested and built game in Desktop and WebGL platform.
- Improved game performance by implementing object pooling.
- Implemented State Machine for character movement.
- Using URP for 2D lighting.

Link to WebGL: How Mob Feel by smilingpeace (itch.io)
Demo on Youtube: (17) Demo Game How Mob Feel? - YouTube

PROGRAMMING SKILLS

Object-Oriented Programing (OOP): Grasp key OOP concept to write maintainable, extensible and reusable code. Can apply design pattern such as State Machine, Singleton, Observer.

Data structures and Algorithms: Possess understanding of fundamental data structures and algorithms to optimize code efficiency.

Programming Languages: C#, familiar with Shader Lab, Database Management languages such as MySQL.

Game Development: Unity 2D, 3D, implementing game mechanics, and optimizing performance. familiar with Android game development, Admob, Firebase, Unity Input System for touch control.

Version Control: Git for version control, collaboration and tracking code changes.

ADDITIONAL SKILLS

Digital Painting: Familiar with tool such as Adobe Photoshop, Aseprite to create game assets and concept art.

Mobile development: Develop game for mobile platforms using Unity.

Networking: Establish network capabilities for multiplayer games.

Soft skills: Strong communication, teamwork, problem solving, quick learning and adaptability.

HOBBIES/ INTERESTS

- Playing games to analyze gameplay mechanics and design elements.
- Reading The Art of Game Design to gain deeper understanding of game design.