THAI NGUYEN

thainguyen.gd@outlook.com ▪ (431) 373-4258 ▪ thainguyengd.com ▪ github.com/thain-gd

RELEVANT EXPERIENCE

Junior Tools Programmer (Co-op Work Term 3)   Sep 2021 – Present

Ubisoft Winnipeg, Winnipeg, MB

- Implemented an essential feature for the debug tools in SnowDrop for saving and loading a custom game world modified while playing using C++ to improve debugging and testing speed by reducing replication steps.
- Implemented a tool for adding fluids to the game world in real-time using C++ to support programmers in generating faster test cases without knowing how to create a level with fluids from scratch.
- Collaborated and supported other co-op students on a co-op mod project branched from my daily project to demonstrate its flexibility for different game genres.

Software Developer (Co-op Work Term 2)   Sep 2020 – Dec 2020

Human-Computer Interaction Lab, Winnipeg, MB

- Successfully ran two studies by implementing circular and panning gestures on smart rings (wearable ring devices with sensors) in multiple usage conditions by utilizing Arduino, C#, and Unity.
- Continuously generated weekly demos to demonstrate multiple scenarios for gaming on smartwatches using smart rings in Unity.
- Improved accuracy for touchpads on smart rings by presenting the bezel approach in a virtual keyboard demo using C# and Unity.

C# Programmer (Part-time)   Jan 2019 – Dec 2019

Norwind Interactive, Winnipeg, MB

- Implemented a backpack system and re-implemented obsolete UIs for a cross-platform game on PC, PS4, and Xbox One using C# and Unity.
- Reduced user input time on calculating order total in an inventory application by implementing a price matrix using C# and WinForms.

PERSONAL PROJECTS

Unknown Realm   May 2021 – Present

- A co-op multiplayer tower defense game with RPG elements using C++ and Unreal Engine. Implemented crafting system with a synchronized inventory between players and a dynamic weapon system. Working on AI wave behaviors.

PEngine

- A 2D game engine for learning multiple engine fundamentals by following Hazel Engine. Currently has an editor with a fully controlled scene camera and functionality of adding/removing entities.

SKILLS

Languages: C#, C++, PHP, SQL, XAML, HTML, CSS, JavaScript, Python, Java, Markdown

Technologies/Frameworks: Visual Studio, Unreal Engine, .NET, Git, Perforce, Unity, Xamarin Forms, JIRA, WinForms, AWS

EDUCATION

Bachelor of Computer Science, Honours (Co-op Option)   Sep 2017 – Expected April 2022

University of Manitoba, Winnipeg, MB