

# THAI NGUYEN

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

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## WORK EXPERIENCE

### Software Developer (Co-op Work Term 2)

Sep 2020 – Dec 2020

University of Manitoba, 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.

### Application Developer (Co-op Work Term 1)

Jan 2020 – May 2020

Pollard Banknote Limited, Winnipeg, MB

- Improved user experience and security by implementing two sprints and a session timeout feature for three mobile applications by utilizing MVVM design pattern, C#, and Xamarin.
- Generated promotion statistics reports for Virginia Lottery and manipulated multiple databases with MySQL.
- Migrated multiple servers from PHP 5.6 to PHP 7.3 including necessary code changes to adapt retired platform schedule on Amazon Web Services (AWS).

### 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.

### Game Developer (Intern)

May 2018 – Aug 2018

Zen Studio, Ho Chi Minh, Vietnam

- Successfully developed and shipped two casual mobile games on Android using C# and Unity.
- Applied MVC architecture to arrange source code clearly and structurally.
- Managed workflow by writing plans and assigning tasks using Trello.

## PERSONAL PROJECTS

### Multiplayer Shooter

Dec 2020 – Present

- A developing multiplayer arena-based third-person shooter game with both players and bots on each team by using both C++ and Blueprint in Unreal Engine.

### PEngine

May 2020 – Present

- A game engine for learning concepts by following Hazel Engine. Currently developing an editor inspired by both Unity and Unreal in C++.

## EDUCATION

### Bachelor of Computer Science, Honours (Co-op Option)

Sep 2017 – Expected Dec 2021

University of Manitoba, Winnipeg, MB

## SKILLS

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

**Technologies/Frameworks:** Unity, Unreal, Visual Studio, .NET, Xamarin, Git, SourceTree/Jira/Bitbucket, AWS, Trello