THAI NGUYEN

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WORK EXPERIENCE

Full Stack Developer (Part-time)   January 2019 – Present

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.
- Satisfied the client's needs by successfully designing and implementing a cross-platform mobile payroll application using C# and Xamarin, which resulted in a new contract being signed.
- Implemented clocking feature including lunch breaks and timesheet change requests for the payroll application using C#, PHP, and MySQL to give the client's employees more flexibility when using the application.
- Reduced user input time on calculating order total in an inventory application by implementing a price matrix using C# and WinForms.
- Maintained workflow by mentoring and supporting a new developer to catch up with the payroll project quickly.

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.

Game Developer (Intern)   May 2018 – August 2018

Zen Studio, Ho Chi Minh, Vietnam

- Successfully developed and shipped two casual mobile games on Android using C# and Unity.
- Effectively communicated with artists for asset requirements to increase parallel working between two teams.
- Managed workflow by writing plans and assigning tasks using Trello.

PERSONAL PROJECTS

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++.

Unknown Realm   April 2021 – Present

- A multiplayer tower defense game with RPG elements utilizing Unreal Engine, and Perforce. Resulted from multiple prior Unreal-exploring projects and currently implementing the core wave gameplay with C++ based.

SKILLS

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

Technologies/Frameworks: Visual Studio, Unity, Unreal Engine, Xamarin, Git, Perforce, Jira/BitBucket/SourceTree

EDUCATION

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

University of Manitoba, Winnipeg, MB