

# THAI NGUYEN

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## RELEVANT EXPERIENCE

### Junior Tools Programmer (Co-op Work Term 3)

Sep 2021 – Dec 2021

Ubisoft Winnipeg, Winnipeg, MB

- Implemented multiple runtime debugging tools using C++ and SnowDrop engine for an unannounced AAA game such as saving/loading modified world generation, adding/removing fluids from the world with full transform control, and air temperature visualization to improve debugging and testing processes including generating faster test cases.
- Wrote documentation for newly added debugging tools on Confluence for better maintenance.
- 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

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.

### 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 using C++ by following Hazel Engine. Implemented an editor with a fully controlled scene camera and the functionality of adding/removing entities.

## SKILLS

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

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

## EDUCATION

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

Sep 2017 – Expected April 2022

University of Manitoba, Winnipeg, MB