<NGUYEN THAI THINH>

GAME DEVELOPER

ABOUT ME

As a recent graduate with a passion for game development, I am eager to contribute my skills and creativity to the gaming industry. I am a quick learner who thrives in fast-paced environments and enjoys collaborating with others to bring ideas to life. I have a strong attention to detail and am always striving to improve my skills and knowledge in the field.

CONTACT INFORMATION

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- thaithinhfgc.site

SKILL & KNOWLEDGE

UNITY ENGINE /2D/3D/VR
C# / ASP.NET
JAVA / SERVLET
SQL SERVER
RESTFUL API
GIT

EDUCATION BACKGROUND

FPT University HCM

2019 - 2023

WORK EXPERIENCE

<Unicloud Group >
INTERN - FRESHER | UNITY DEVELOPER | 10/2022 - 4/2023

FPT Blog is a website that allows FPT students to write posts to share their knowledge, experiences, opinions, ect; interact with posts, follow people they like. It also allows other universities students to read all the content.
- Backend: ASP.NET, SQL Server, Entity Framework.
- Frontend: CSHTML, Tailwind.
- My Role: Backend.

PROJECT

<Fire Extinguisher Training>
COMPANY PROJECT | TEAM SIZE:1 | 06/2021 - 07/2021

A VR based training application designed to teach users how to use fire extinguishers effectively and efficiently in case of a fire emergency
- Software: Unity, SteamVR, VRidge.
- Hardware: HTC Vive Focus Plus.
- My Role: Full Stack.

<Rambo Infinity>   github.com/thaithinhfgc/RamboInfinity
PERSONAL PROJECT | 2D | 06/2022 - 07/2022

A simple 2D Side-scrolling shooter using Unity Game Engine. My first 2D project with Unity engine
- Software: Unity 2D.
- My Role: Full Stack.