<NGUYEN THAI THINH>

GAME DEVELOPER

ABOUT ME

I am a passionate Junior Game Developer with experience in Unity and Cocos. I have worked on various game projects, developing skills in C# and C++, and solving problems creatively in game development. Eager to learn and grow, I aim to deliver high-quality games that offer great player experiences.

CONTACT INFORMATION

- 08 5352 8202
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- linkedin.com/in/thaithinhfgc

SKILL& KNOWLEDGE

COCOS CREATOR / JS
UNITY ENGINE / C#
GIT
SQL SERVER
RESTFUL API

EDUCATION BACKGROUND

FPT University HCM

2019 - 2023
GPA: 8.2/10

WORK EXPERIENCE

<AO Studio >
JUNIOR | COCOS DEVELOPER | 06/2023 - PRESENT

At AO Studio, I worked as a Cocos Developer, focusing on both game development and core functionality implementation. I was responsible for writing game mechanics and collaborating with the team to integrate features efficiently. My role involved using various technologies and problem-solving to deliver engaging and well-functioning games.

- My Role: Cocos Developer.

<Unicloud Group >
INTERN - FRESHER | UNITY DEVELOPER | 10/2022 - 04/2023

As a Unity Developer at Unicloud Group, my primary responsibility was to develop immersive and engaging games using Unity Engine. My experience at Unicloud Group has enabled me to develop my skills in 3D game and VR Game development. I am proud to be a member of the team.

- My Role: Unity Developer.

PERSONAL PROJECT

<Rambo Infinity>   github.com/thaithinhfgc/RamboInfinity
PERSONAL PROJECT | 2D

A simple 2D Side-scrolling shooter using Unity Game Engine. My first 2D project with Unity engine

- Software: Unity 2D.
- My Role: Unity Developer.