

# LÊ THÀNH LONG

**WEB INTERN** 

## INTRODUCE

A creative person who can spend long hours completing tasks to meet assigned work schedules. Passionate about game, web and app design and enjoys the feeling of completing pre-planned tasks...

# **EDUCATION & PROJECTS**

#### **HCM Information Technology College**

2023 - PRESENT

Specialized: Information Technology

- Can use programming languages such as Java, C#, PHP, JavaScript,...
- Proficient in web design (HTML, CSS, JS, Bootstrap, Angular, ReactJs, Laravel...).
- Design 2D games using C# on Unity engine.
- Experienced in team management, teamwork, quick learning of new technologies.

#### Unity Engine (Game Design)

2023 - 2025

Projects 2D & 3D:

- **BallloonYummy**(Mobile game, player can destroy balloons on screen with their touchs).
- **Speed Dragon Chicken**(Adventure game, can play on PC, can use GamePad or Keyboard to play the game).
- VRFootball(Developing).
  - Github: <a href="https://github.com/thanhlongplx">https://github.com/thanhlongplx</a>

#### Web Design

2023 - 2025

Projects Frontend & Fullstack

- Yugi web(The website supports Yugioh fans to collect cards through API and pay for card storage with YugiCoin currency on the website itself).
- PhongKhamNhi(Private pediatric clinic management software).
- **LienHeMuaBanSieuXe**(Web interface with Angular framework. Users can use it to contact Supercars websites).
  - Github: https://github.com/thanhlongplx



## TITLES AND AWARDS

Third prize in the WordPress Web Design contest organized by Viet My College.

7/2024

9/2024

Second prize in the "Code Viet" contest organized by the Informatics Club.

### CONTACT

- **\** 0983804726
- Tan Phu, TP. Ho Chi Minh
- f <a href="https://www.facebook.com/thanhlong.le.52056">https://www.facebook.com/thanhlong.le.52056</a>

#### **SKILLS**

- Communicate
- Teamwork
- Time Management
- Coding
- · Proficient in using AI

### **LANGUAGES**

- English (Basic)
- VietNamese

#### INTEREST

- Music
- Video game
- Sport
- · Game programming
- · Create new things