

PROJECTS

Codefest 2024: J-surviv - Realtime TCP multiplayer UNITY project

6/2024 - Present

Unity developer

- A multiplayer top-down battle royale shooter in which players must CODE their own bots in the provided Client project using the provided SDK and then see their bots fight against others in the Unity game as the Server.
- Took part in implementing the Server game: implement equipment system, path-finding for bots and NPC.
- There is no demo or source code for this yet because work is in progress and the repository is private since the project belongs to Japanese Software Club organization.

JS Home horror prototype - UNITY project

12/2023 - 01/2024

Solo developer

A prototype of a horror game about finding portraits of people in a realistic scary house

- Implemented doors, lighting system, interaction, etc. - designed realistic environment - utilized post-processing
- **Demo video:** youtu.be/yfQxx1glwcE

Path-to-Japsof - UNITY project

01/2023 - 03/2023

Main Developer

- An exasperating 2D platformer game with unpredictable obstacles and a boss fight made by a team of 6 members
- Implemented player-movement, trap system, boss fight - managed sounds, character design, animations, etc.
- GitHub: github.com/Hieutritue/Path-To-Japsof
- **Product link (Itch.io):** hieutritue.itch.io/path-to-japsof

EDUCATION

FPT University - Software Engineering - .NET Programming Specification

09/2022 - Present

- Awarded a 70% scholarship covering the entirety of the study period
- An **article** about me:
hanoi.fpt.edu.vn/tin-tuc-su-kien/thai-le-hieu-tu-chang-trai-dat-70-hoc-bong-dai-hoc-fpt-den-danh-hieu-coc-vang-ky-fall-2023.html

Phan Boi Chau Specialized High School - IT major

08/2019 - 05/2022

- GPA: 9.2/10

AWARDS

- **Golden Toad** - The only student to have the **highest GPA (9.8/10)** in the Technical Sector in Fall 2023 semester
- Champion of Group A **Codetour Fall 2023** (Competitive programming competition)
- Second prize in **Province-level Competitive Programming competition** of Nghe An in 2022

SKILLS

- Game Development: Unity - Unity animation system, graphics, Dotween, Post processing, etc. - OOP, C# and .Net
- Web Development: Java, Spring Boot, Servlet, JSP, Javascript, React, Typescript, HTML, CSS, REST API
- Language: Vietnamese (native language), English (IELTS 7.5 overall score)

ACTIVITIES

Japanese Software Engineers Club

02/2023 - Present

- Mentor of a 5 members team, guided them to make The Maze game (nkl-04.itch.io/the-maze)
- Mentor of Programming Fundamentals class (30 mentees)
- Hosted tech-talks about competitive programming