

THIEN AN LY (ALY)

Soft skills

Teamwork	☆☆☆☆☆
Communication	☆☆☆☆☆
Creativity	☆☆☆☆☆
Organization	☆☆☆☆☆
Leadership	☆☆☆☆☆

Contact

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Languages

Vietnamese – C2
English – C1

Certifications

8.0 International English Language
Testing System (IELTS) – 8/2020

Summary

Passionate game developer with a keen interest in designing subversive co-op experiences. Specialised in iterative prototyping, innovative solutions and creative problem-solving. Disciplined and attentive to details, well-versed in production, project coordination & leadership capabilities.

Professional skills/toolsets

- **Professional** experience with **Unity/C#**
- **Professional** experience with **Jira Software**
- **Professional** experience with **Git** version control
- **Self-taught** proficiency with **Unreal Engine/C++**

Industry experience

- 2+ years of **Unity development** at **Codiland** - design & develop a proprietary IP for mobile (part-time, remote)
- 2+ years of **rapid digital game prototyping & game production** in academic context

Past projects

- **"oHMySTars?!#"** (2023, game) – singleplayer 2D memorization game, drawing phone unlock patterns (lead programmer, engine/pipeline developer)
- **"Hive Havoc: Ants on Wheels"** (2023, game) – local co-op 2-player, 3rd-person driver + rail-shooter, narrative-driven (lead programmer, technical artist, designer, producer)
- **"An empirical research into Unreal Engine and Unity3D's architectural composition from an object-oriented perspective"** (2023, research) – a deep dive into engine ontology and analysis on impacted developer experience

Current projects

- **"Rift-&Sync"** (2024, game) – local co-op 2-player 3D puzzle, with unique mechanic: Voronoi split-screen as mechanic (producer, prototype developer, designer)
- **"Shadowbound"** (2024, game) – local co-op 2-player puzzle/2D platformer, with unique mechanic: shadows from objects manipulated by P1 become colliders in P2 gameplay (programmer, project manager)

Education

Enrolled in **Bachelor of Computer Science/Bachelor of Games & Interactivity** at **Swinburne University of Technology**, major in **Software development** (2022)