



# Bùi Tiến Dũng

## Game Designer & Data Scientist





### Short-term objectives:

- Join the company as an intern first.
- Learn more knowledge, working experience, and traditional activities at the company from seniors.
- Improve soft skills such as communication, teamwork, research, etc.

### Long-term objectives:

- Become an official member of the company after the internship.
- Non-stop challenge myself by approaching and learning the newest techniques.
- Improve self-skills day-by-day by practicing and updating knowledge.

### PERSONAL INFORMATION

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### EDUCATION

#### SAI GON UNIVERSITY

INFORMATION TECHNOLOGY

2019 - 2024

Current GPA: 8.38/10.0 or 3.41/4.0.

Graduation essay: 9.3/10.0.

### SKILLS

#### PROGRAMMING

- Have fundamental knowledge of C# and Python.
- Have essential knowledge of Game Design, Machine Learning, Mathematics, Statistics, and Computer Vision.
- Have basic knowledge of data query using SQL Server.
- Have experience working with some Python libraries: NumPy, OpenCV, TensorFlow, PyTorch, etc.
- Have experience working with Unity Editor and Jupiter Notebook.

#### RESEARCHING & WORKING

- Collect and filter documents or papers written in English.
- Learn and understand quickly.
- Ability to solve problems and coordinate teamwork.

#### FOREIGN LANGUAGE

- Good ability at English reading and listening.
- Basic writing and communication in English.

### WORKING EXPERIENCES

Jun 2023 - Aug 2023

**GAMERCIAL CO.LTD**

#### GAME DEVELOPER INTERNSHIP

- Learned to make some basic hyper-casual games with Unity on the Udemy course.

- Challenged self by trying to make a card battle game like Yugioh but it's not been done.
- Improved skills such as teamwork, communication, and game designing.

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## PROJECTS

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Dec 2022 - Jul 2023

**Graduation essay: "Making a Life Skills Education Game for Kindergarten Students"**

Client:  
*Faculty of Information Technology, Sai Gon University*

Members: 02

**POSITION** *TEAM LEADER, DEVELOPER*

- Made a Game Design Document for the project and a plan based on it.
- Assigned tasks to another member and monitored project progress.
- Implemented game features by programming them in C# language.

**TOOLS**

SourceTree, GitHub, Unity

Aug 2023 - In progress

**Machine Learning Research: "Insects Classification"**

Client:  
*Faculty of Information Technology, Sai Gon University*

Members: 04

**POSITION** *RESEARCHER, DEVELOPER*

- Collecting and filtering research papers for references.
- Learning some image data preprocessing techniques and applying them to the project.
- Listening and following tasks from the team leader.
- Reporting the project process per week to the tutor.

**TOOLS**

Visual Studio Code, GitHub

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## CERTIFICATIONS

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**Expected: Nov 2023**

IELTS 4.5 or higher

**Expected: Feb 2024**

Engineer Degree

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## REFERENCES

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**Associate Professor, Ph.D. Pham The Bao**

- Working at the Faculty of Information Technology, Sai Gon University.
- Contact email: ptbao@sgu.edu.vn.

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## HOBBIES

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- Learning something new, especially IT knowledge.
  - Waking up early and doing a workout in the morning to improve my health.
  - Playing many kinds of games in my free time, especially shooting games, MOBA games, and IQ games. Besides, reading the daily news on the Internet and listening to music.
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