THIEN THE PHAM

PROGRAMMER | GAME DESIGNER

CONTACT

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SKILLS

Languages:
- C, C++, C#
- Javascript, HTML, CSS

Game Engine:
- Unity Engine
- Unreal Engine

Game Development, Game Design

Version Control Tools:
- Git, Perforce

EDUCATION

Bachelor of Science
University of Houston

2021-2023

Computer Science Major
with Game Development Capstone

GPA: 3.65

CERTIFICATES & AWARDS

- IELTS 8.5
- Graduated with Cum Laude Honors

ABOUT ME

Game designer and programmer experienced in creating and implementing compelling gameplay. Dedicated, focused and team-oriented. Can work efficiently within a team, communicate and discuss ideas to enhance the product. Passionate and creative, bringing a unique perspective to the game design process.

PROJECTS

PURGATORIO

Capstone Project   September 2022 - April 2023

- Worked in a team to developed an isometric roguelike pixel-art shooter inspired by the Divine Comedy.
- Designed and implemented the weapon, inventory, and loot systems
- Developed the dialogue and progress checkpoint systems using event handling.
- Created artwork and animations for some enemies and one boss featured in the game.
- Participated in the creation of other gameplay features.

AI PATHFINDER

Academic Project   April 2022

- Developed an AI simulation of reinforcement learning in pathfinding.
- Created a customizable gridmap for simulation.
- Wrote 2 pathfinding algorithm using Q-Learning, SARSA.

DREAMSHAPER

Pajama Jam Submission   December 2020

- Developed a 2.5D Puzzle Platformer with gravity and object manipulation.

UNWILLING HERO

GMTK Game Jam Submission   July 2020

- Built a pixel-art puzzle game where you guide a knight by placing tiles on his path.
- Used the Unity tilemap system to create the puzzles.