

# THIEN THE PHAM

PROGRAMMER | GAME DESIGNER

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## 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
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## EDUCATION

**Bachelor of Science**

**University of Houston**

2021-2023

Computer Science Major  
with Game Development Capstone

GPA: 3.65

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## 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.

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## PROJECTS

### PURGATORIO

Capstone Project

September 2022 - April 2023

- Worked in a team to develop 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 algorithms 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.
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