LONG TIEU

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SKILLS AND AWARDS

- Ranked top 1% out of 1925 students in the Canadian Computing Competition in 2017
- Languages: C++, C#, Python
- Tools: Unity, .NET Framework, Vuforia, Dependencies Injection, Mirror Networking, Git Control

WORK EXPERIENCE

PSI Technologies Jan 2020-April 2020

- Developed a C# .Net program that can analyze ground material properties and predict pressure behaviors when vehicles apply loads
- Implemented custom 3D viewport using Eyeshot to allow convenient user modification and visualization
- Engineered the road layers optimization using binary search and DevExpress to demonstrate minimal and cost-effective material usage to meet standards
- Collaborated during project using Agile Scrum development to be responsive to requirements changes and be reflective towards co-workers progress

RELEVANT PROJECTS

One Night Risk - Unity and C# project May 2018-September 2018

- Created a first person horror game with more than 10 interactive puzzles and challenges using C# object oriented programming
- Implemented custom cutscenes animations and sound effects using Unity Animator system to enhance player gaming experience

Augmented Reality Convenience App - Unity and Vuforia C# project May 2019-Present

- Built an interactive Augmented Reality app to display clock, weather system , and interactive models on real-life surfaces using Vuforia and Unity
- Integrated voice-activated alarm control system into Unity using the IBM Watson API
- Enabled real-time weather updates by implementing an HTTP querying framework to poll data from the Apixu API

STRBusiness - Unity and C# project April 2020-Present

- Developed a Crossy Road style game for itch.io Weekly Game Jam
- Optimized classes reference using Zenject and Singleton Design Patter to ensure proper encapsulation and loosely-coupled classes
- Built saving data system using Serialization and JSonUtility to permanently store player high score
- Upgraded project to modular design using Scriptable Object to make permanent data re-usable and organized

BrainaicChess - Unity and C# Project March 2020-Present

- Collaborated in a remote team to create online chess game encouraging the use of digital currency
- Implemented custom AI moves using Minimax and Alpha Beta Pruning Algorithm to optimize counter moves

StealthGame - Unity and C# Project Feb 2019-Present

- Collaborated in a remote team to create a demo level for survival stealth Game
- Innovated guard AI using State Design Pattern to alter the guard behaviours according to environment changes
- Maintained code in minimal but comprehensive blocks of code using Behaviour Tree scripting