Contact

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Linkln
https://www.linkedin.com/in/trieu-dat-aa65b11b7/

Github
https://github.com/trieuthanhdat/TimeSolveProblem

Technical Skills

Unity develop
Intermidiate
Unity Engine, C#

Gamemaker Studio 2
Intermidiate
Gamemaker Engine, GML(Gamemaker language)

Level design
Working proficiency
Photoshop, Blender, Unity terrain system

Front-end develop
Advance
HTML, CSS, Javascript, Bootstrap, Jquery Datatable, Youtube API with javascript

Back-end develop
Intermidiate
Java, jsp

Database
Pre-Intermidiate
Microsoft SQL server, Azure Database

General Skills

Public Speaking	Time Management
Music Composing	Problem Solving
Leadership	Teamwork

Trieu Thanh Dat
Student at FPT university

Insightful, result-driven Game developer with passion for Game industry and relative technologies. Carefully make preparation in planning, analysis and implementation of solutions in support of business objectives. Good at designing layouts including front-end template, UX/UI and GameLevel. Willing to learn and participate in life-like events and charity activities. Always look for ways translating hard works and effort into joys, studying and real results.

Experience

Winter 2019

Exchange student in HELP University, Kuala Lumpur, Malaysia.
- Public speaking skill.
- Communication with native and non-native speakers.
- Professional English application.

Key achievement:
- Awarded "Certificate of Participation" for HELP English for Leaders Programme.

06/2020-07/2020

Illiteracy Elimination program for the orphan children
- Experienced the life of the orphan children.
- Exploited Team-work Experience.
- Experienced teaching style and formed up the trait of "Thoroughly thinking".

Key achievement:
- Maintain good relationship between teammates and enhance working proficiency toward the children. The result is success as the children get high score for their school exams

08/01/2020-present

Software engineering.
- Experienced modern application with Java, Microsoft SQL Server, .NET FrameWork Core.
- Built Web app and deployed integrated software engineered team.
- Built an efficient working team and utilized divided tasks by identifying and extracting key-words.
- Experienced building web app using .NET FrameWork Core.
- Learned to make requirement documentations for software applications.

Key achievement:
- Successfully Made up project about Online learning system which was planned and built as close as a small capstone project.

01/2020-present

FPT Vovinam Club-FVC
- Experienced university club's activities.
- Built up Membership and Leadership traits.
- Experienced how the organization hold an universal events.
- Experienced the position of Events Head of FVC club.

Key achievement:
- Ability to manage and exploit members' strength in order to develop a stronger organization .

Education

language

English

IELTS 6.5

Japanese

Beginner

2019-2023 · **Bachelor degree of Software Engineering**

FPT University

- Greatly forcus on Web app development with java, cross-flatform development with .Net and Team-work Experience.
- Self forcus on Game development and Game design.
- Expected to graduate in 2023.

certification

Web Design for Everybody: Basics of Web Development & Coding (coursera)

Academic Skills for University Success (coursera)

GitHub from basic to Advanced (udemy)

Honorable student of semester