



## Contact

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### Linkln

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

### Github

<https://github.com/trieuthanhdat/TimeSolveProblem>

## Technical Skills

### Unity develop

Intermediate

Unity Engine, C#, Unity UI System,  
FMOD Integration

### Gamemaker Studio 2

Intermediate

Gamemaker Engine, GML(Gamemaker  
language)

### Level design

Workine proficiency

Unity Terrain system, Unity Lighting

### Front-end develop

Intermediate

HTML, CSS, Javascript, Bootstrap,  
Jquery Datatable, Youtube API with  
javascript

### Back-end develop

Intermediate

Java, jsp

### Database

Pre-Intermediate

Microsoft SQL server, Firebase

## General Skills

Public Speaking

Time Management

Piano

Problem Solving

## 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.

01/2020-

07/2021

### Web developing-Online Learning System.

- 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-

01/2022

### 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 .

09/2021-07-

2022

### Startup-program working with 0Đ Studio

- Manage and long-term plan execute.
- Built up Membership and Leadership traits.
- Play the role of story-script writer.
- Play the role of Tech-leader in developer team.

Key achievement:

- Great environment for long-life career and contribution .

07/2021-07-

2022

### DSC FPT-HCMC(Developer Student Club) Game Branch Leader

Leadership

Teamwork

## Language

English

IELTS 6.5

Japanese

Beginner

- Develop RPG showcase project.
- Play the role of Branch Leader.
- Participate in the development of DSC's Unity Game-development Course.

Key achievement:

- First step to bring Game development into FPT student community. Develop RPG Game portfolio.

## Development orientations

2019-2023

- **Bachelor degree of Software Engineering**  
**FPT University**
- Greatly focus on Game development with Unity and Team-work Experience.
- Self focus on Mutual Understanding and Communication skill.
- Become senior Game developer with Leadership Skills.
- Contribute to the development of VietNam's Game industry.

## Certification

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

Academic Skills for University Success **(coursera)**.

GitHub from basic to Advanced **(udemy)**.

Create Your First RPG And FPS Multiplayer Game In Unity **(udemy)**.

RPG Core Combat Creator Learn Intermediate Unity C# Coding **(udemy)**.

Honorable student of semester