Contact

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Linkln

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Github

https://github.com/trieuthanhdat/Time
SolveProblem

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

Intermidiate

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

01/2020-07/2021 — **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.
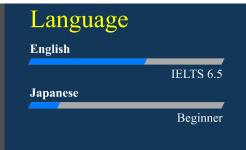
Key achievement:
- Successfully Made up project about Online learning system which was planned and built as close as a small capstone project.

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 .

07/2021-present

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 .

Development orientations

2019-2023

Bachelor degree of Software Engineering

FPT University

- Greatly forcus on Game development with Unity and Team-work Experience.
- Self forcus on Mutual Understanding and Communication skill.
- Become senior Game developer with Leadership Skills.

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