



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

Working 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

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 Game-development objectives. Good at designing layouts including 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

07/2021-
present

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

- 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.

09/2021-07-
2022

Startup-program working with 00 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 .

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.

Winter 2019

Exchange student in HELP University, Kuala Lumpur, Malaysia.

- Public speaking skill.
- Communication with native and non-native speakers.
- Professional English application.

General Skills

Public Speaking

Time Management

Piano

Problem Solving

Leadership

Teamwork

Language

English

IELTS 6.5

Japanese

Beginner

Hobbies

Reading

Playing Games

Piano

Playing Sports

Learning Technology

Hanging out

Key achievement:

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

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