

NGUYEN GIA TRIEU

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119, To Hien Thanh, District 5, Ca Mau City

PERSONAL STATEMENT

Highly proficient Game Developer bringing proven history of successfully utilizing latest technologies to create exciting game. Highly energetic professional with over 1 year of experience and meticulous eye for detail. Thorough understanding of gaming trends combined with expertise in various programming languages.

HISTORY OF EMPLOYMENT

JULY 2022

Game Developer – Self-Employed

Created 3D models, textures, animations, and other assets for multiple video games. Collaborated with game designers, artist and testers to ensure quality product delivery. Developed game-related tools and scripts to facilities game development. Developed and implemented game levels with in-game mechanics.

JULY 2022

Game Designer – Self-Employed

Edited files and line codes for direct incorporation into game builds. Conducted research and information gathering to troubleshoot and improve content quality. Assisted idea generation and prototyping to assess content effectiveness.

SKILLS

- Expert in computer skills
- Good communication skills
- Over 1 year in Godot Engine
- Over 1 year in Blender

EDUCATION

Bachelor of Software Engineer
Binh Duong University
Ca Mau – Ca Mau