







GAME DEVELOPER

# MAI GIA MINH

## CONTACT INFORMATION

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-  Nov 16, 2003
-  Vietnamese
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## SKILLS

- C# Programming
- Unity
- Game Design
- Game Physics
- Game Mechanics
- UI/UX Design
- Version Control

## LANGUAGES

- **English | Advanced**  
CEFR Level B2, Aptis ESOL (2023)

## OBJECTIVE

I am a passionate and creative game developer, always excited to explore new aspects of the gaming world. Driven by a deep love for games, I aspire to create unique experiences and contribute to enriching the gaming industry.

I eagerly seek opportunities to meet and collaborate with like-minded team members who share my passion, to create impressive work together in the growing games industry.

## EXPERIENCE

### TEACHING ASSISTANT

#### Mindx Technology School

Tan Phu, Ho Chi Minh | Aug 2022 – Apr 2023

- Supported the lead instructor and assisted students in understanding and applying fundamental programming

### LECTURER

#### Mindx Technology School

Tan Phu, Ho Chi Minh | Apr 2023 – Present

- Delivering courses centered around Scratch and Game Maker Studio.
- Guided students through the complete game development lifecycle from conceptualization to delivering a polished end product.

## EDUCATION

### SOFTWARE ENGINEERING

**Ton Duc Thang University.** | Oct 2021 – Present

Good Student

GPA: 8.53

# PROJECT



## RPG 3D Multiplayer Game

Unity | Duration: 4 months | Team Size: 2

**Role:** Developer

**Description:** RPG 3D Multiplayer is an open-world role-playing game where players can explore vast landscapes, complete quests, engage in combat, and interact with other players in real-time.

**Key contributions:**

- **Finite State Machine:** Developed player and enemy behavior using State Machine.
- **Real-time Database:** Firebase integration for real-time data synchronization and authentication.
- **Multiplayer:** Built with Unity and utilizing Netcode for GameObjects (NGO) for multiplayer experience.

Source code: [Link](#)

## Xiangqi (Chinese Chess) Game

Unity | Duration: 2 months | Solo Project

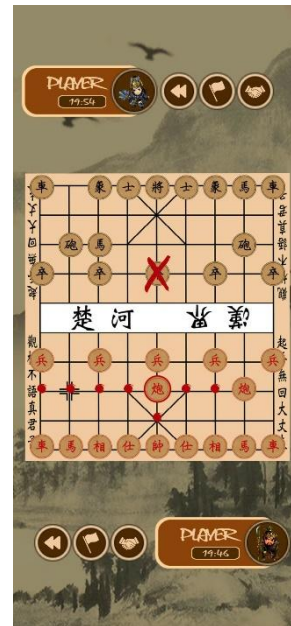
**Role:** Developer

**Description:** Developed a digital version of Xiangqi (Chinese Chess) with both single-player AI and multiplayer capabilities.

**Key contributions:**

- **UI Design:** Designed a clean and intuitive user interface.
- **Two-Player Mode:** Developed a local multiplayer mode.
- **AI Opponent:** Implemented bot gameplay using the Minimax algorithm.

Source code: [Link](#)



## CERTIFICATIONS & COURSES

[Complete C# Unity Game Developer 2D Online Course](#)

GameDev.tv | Completion Date: June 5, 2023

[Complete C# Unity Game Developer 3D Online Course](#)

GameDev.tv | Completion Date: March 1, 2024



PORTFOLIO