

## SUMMARY

I am currently a 3rd year student at FPT University - majoring in Software Engineering - with more than 1 year of programming experience. With the knowledge, programming experience and passion for game programming, I want to explore the game industry more deeply. Besides, the stimulation of creativity and curiosity of game programming makes me feel extremely excited and passionate.

### Goals:

- Short-term:
  - Participating and completing some individual or group game projects to gain more practical experience.
  - Improving personal and team – collaboration skills, both academic and social elements.
- Long-term:
  - Becoming a professional game developer.
  - Developing and publishing my own independent game, which is positively received by the gaming community.

## SKILLS

- **Professional Skills:** Firm knowledge about OOP
  - **Game Engine:** Unity
  - **Programing language:** C#, Java, C, C++
  - **Design Pattern:** Singleton, Object Pooling, State Machine,...
  - **Other Tools:** Github, Aseprite, Notion, Postman, Jira, SQL Server,...
- **Soft Skills:** Good logical thinking & self-studying skills
- **Language:** Vietnamese (native) | English (**IELTS 6.0 Overall** Band-score)

## PROJECTS

### Invader

Jun 02 – Present

#### Solo developer

- A simple and fun airplane shooting game where players control a fighter jet, destroying waves of enemies and collecting awards.
- **Animation Engine:** DOTween
- **Design Pattern:** Singleton, Object Pooling, Factory Method
- **Github:** <https://github.com/nkl04/Invader>
- **Video Demo:** <https://youtu.be/yfuY8TTQdJY>

### The Maze

Jan 2024 – Apr 2024

#### Lead Programmer | Japanese Software Engineering Club's collaborators period

- A two-players puzzle adventure game where players control two characters with unique attribute: red and blue. The objective of the game is to work together to find a way out of the maze.
- **Design Pattern:** Singleton
- **Team size:** 5 people
- **Github:** <https://github.com/nkl04/TheMaze>
- **Published on itch.io:** <https://nkl-04.itch.io/the-maze>

### TiemCheIT

May 2024 – Present

#### Full-stack Developer

- An online food-ordering website to manage franchise stores, their business and handle purchasing actions of customers.
- **Team size:** 5 people
- **Technology:** Java Springboot, ReactJs, NextJs, MySQL.
- **Github:** <https://github.com/linhpksw/tiemcheit-be> | <https://github.com/linhpksw/tiemcheit-fe>

## EDUCATION

### FPT University

Sep 2022 – Present

- **Major:** Software Engineering - .NET Programming Specification
- **Scholarship:** **30% of tuition fee** covering the entirety of the study period.
- **GPA:** 3.44 /4

## CERTIFICATIONS

- [Complete C# Unity Game Developer 2D](#)
- [Design Pattern for Game Programming](#)
- [Game Design Essentials: Tools, Theories and Techniques](#)
- [Software Development Lifecycle Specialization](#)

## AWARDS

### Consolation Prize of Algorithm Arena 4.0:

Mar 2024

- This is an algorithm competition organized by the **Japanese Software Engineering Club** of FPT University with the participation of more than **10 teams**.

## ACTIVITIES

### FPTU JS Club - Japanese Software Engineering

Mar 2024

#### Member - Academic Department

- My university club where we share knowledge and skills at programming and software development. We organize training classes that help with improving coding skills, academic events, tech-sharing sessions, and more.