NGUYEN THI HOANG VAN

Game Design Intern

Hanoi, Vietnam | 0368378419 | 26/08/2004 vanh86018@gmail.com | GitHub: <u>vanhoang2004</u>

EDUCATION

FPT University Oct 2022 - Present

Major: Software Engineering - . Net Programming Specification

GPA 8.7/10 (currently)

CERTIFICATIONS

- [Udemy] Complete C# Unity Game Developer 2D
- [Coursera] Software Development Lifecycle Specialization
- [Coursera] Web Design for Everybody: Basic of Web Development & Coding Specialization
- Huawei Seeds For The Future
- MOS certificates for Word, PowerPoint, Excel all over 800

PROJECTS

Tic tac toe game (Solo Project)

Jun 2024

- An Unity game featuring two playing modes: one for multiplayer gameplay between players, and another where players can compete against a simple AI.
- Technology: Unity, C#
- GitHub: Tic Tac Toe
- Video demo: Link video demo on YouTube
- Published on: simmer.io

Laser defender (Solo Project)

Jun 2024

- A laser shooting game developed with Unity, where the player can move and shoot enemies to gain scores.
- Technology: Unity, C#
- GitHub: Laser defender
- Video demo: Link video demo on Drive
- Published on: simmer.io

Quiz System May 2024 - Present

Full-stack Developer and Team Leader

- A quiz system designed for grade 12 students to practice after class, take mock tests, access study materials, and serve as an assessment tool managed by high school.
- Team size: 4
- Responsibility: Designing database, coding Front-end, coding Back-end
- Technology: Java Spring boot, MySQL
- GitHub: Quiz System for Grade 12 High School

SKILLS

- · Technical skills:
 - Game Engine: Unity
 - Programming language: C#, C, Java
 - Tools: GitHub, Jira, Notions, MySQL, SQL Server...
- Soft skills: Teamwork, leadership skills, self-study skills
- Language: Vietnamese (native) | English (IELTS 7.0 Overall) | Chinese (conversational proficiency)

ACTIVITIES

FPTU JS Club - Japanese Software Engineering

Member of Content Department

Organizing member of Coding Inspiration 2023, J-Venture 2023