Nguyễn Văn Trí

Unity Game Developer

CONTACT

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SKILLS

Programming & Tools
- C#, Java (JavaFX), SQL (basic)
- Git / GitHub / GitLab
- Unity (2D/3D), Visual Studio, VS Code

Game Development
- Gameplay mechanics: movement, combat, AI
- Animation systems, physics & collision handling
- Performance optimization, debugging & troubleshooting
- UI/UX design and implementation
- Cross-platform deployment (PC, Android)

Concepts
- Object-Oriented Programming (OOP)
- Software design patterns

ABOUT ME

I'm an aspiring game developer experienced in Unity (C#), creating 2D and 3D interactive games. I love building gameplay mechanics, crafting immersive worlds, and solving technical challenges that bring ideas to life. I'm always learning—exploring new tools, refining code, collaborating with others, and striving to create games that are fun and meaningful.

EDUCATION

B.S. in Computer Science (Graduated)

Hanoi University of Science and Technology (HUST) – Troy University (USA) Joint Program | 2021 – 2025

- Degree from Troy University (USA), fully English-taught U.S.-based curriculum completed in Vietnam.
- **GPA:** 3.0 / 4.0 – *Relevant coursework:* OOP, Data Structures & Algorithms, Software Engineering, Intro to Machine Learning.

PROJECTS

Team Projects - Software & Game Development

🔫 <u>Shooter Game – *Unreal Engine 5*</u>

Role: Gameplay – camera, weapons, levels, UI.

📘 *Course: CS370 - Nature of Programming Languages*
- Customized Lyra Starter Game with Blueprint scripting.
- Added FPS/TPS camera switch, gun system, and level design.
- Built UI and combat logic in Blueprints and collaborated via GitLab.

🔫 <u>E-Commerce Web App – *Java Spring Boot*</u>

Role: Backend (controller, model, repo) + frontend (HTML).
📘 *Course: CS3360 – Concepts of Object-Oriented Programming*
- Full-stack app for selling clothes/accessories.
- Implemented cart, browsing, and order flow.
- Used MVC and GitHub for version control.

🔫 <u>Library Management System – *JavaFX + Maven*</u>

Role: UI design, account & dashboard logic.
📘 *Course: CS3332 – Software Engineering I*
- Desktop app for book, user, lending & return management.
- **Features:** login, dashboard, validation, local PHP data storage

IELTS : 6.0 (Overall)   2020

Studied in English under Troy University's CS program (2021–2025)

INTERESTS

- Game Development
- AAA Video Games
- Music & Singing
- Language Learning
- Football
- Cinema & movies

GITHUB REPO OVERVIEW

Personal Projects - Unity Game Development

🎮 TAdventure2D *(2D Pixel Platformer – Unity, PC)*

Role: Solo Developer (Programmer, Game Designer, Level Designer, Animator, UI/UX)
Duration: 1.5 months

- Developed a retro-style 2D platformer in Unity with custom health, coin progression, enemy AI, and traps.
- Designed pixel-art levels and responsive controls to create a nostalgic experience.
- Built intuitive UI for pause/resume and audio settings, with basic sound effects, using Unity's native UI system.
- Structured for scalability and managed with Git for version control.
- *Planned features:* power-ups, storyline, and improved visual/audio polish.

References:
- **Git Repository**
- **Play on Itchi.io**
- **Demo Video**

🎮 TheLast3D *(First-Person Horror – Unity, Mobile)*

Role: Solo Developer (Programmer, Game Designer, Technical Artist, Animator, UI/UX)
Duration: 1.5 months

- Created a prototype first-person horror game in Unity 6 with URP, inspired by *Outlast*.
- Implemented stealth-focused AI with waypoint-based patrolling and raycast-based player detection for chasing and attacking.
- Created interactive gameplay systems (chests, padlocks, doors) and a checkpoint-based save/load mechanic.
- Designed immersive audio-visual feedback, including ambient sounds, breathing effects, and blood screen FX.
- Maintained clean architecture with modular scripts, reusable prefabs, and organized scenes.
- Used GitHub for version control; project served as a study case for scalable Unity design and horror gameplay structure.

References:
- **Git Repository**
- **Play on Itchi.io**
- **Apk Download**
- **Demo Video**