



Nguyen Thanh Dat

GAME PROGRAMMER

SKILLS

C++, C#



Communication Skills



Java



Leadership



Objective

Detail-oriented, motivated, and enthusiastic Game Programmer with more than 5 years of experience in programming, developing, testing, troubleshooting, and updating game applications for computers, video game consoles, and mobile devices. Capable of documenting and debugging gaming codes as well as implementing new features in games. Possess excellent communication, creative thinking, programming, multi-tasking, team-working, analytical and problem-solving skills as well as ability to keep up with latest gaming trends and developments.

Contact

 02/04/1989

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WORKING EXPERIENCES

GAME PROGRAMMER

05/2015 - Present

NVP Company

- Working closely with designers, game developers or programmers, QA professionals, visual designers and artists to develop and implement new game applications as well as update existing ones for desktop PC and mobile devices
- Playing a crucial role in planning various game projects as well as writing and developing efficient, reusable, and reliable programs based on design requirements
- Collaborating with the technical team to design compelling and new game features or elements such as animation sequences, interfaces, effects, and mechanics
- Performing testing and debugging of game applications to identify and fix program issues as well as working with development team in making improvements such as updating, develop add-ons, expansion packs or new levels

GAME PROGRAMMER

04/2014 - 04/2015

CCI Company

- Designed, maintained, and executed well-documented and extensible programs for high-quality and efficient game applications in compliance with established coding standards and best practices
- Utilized UE4 and Unity game engines with C++ language to program mobile, AR/VR and computer games as well as worked with project lead to design major gameplay systems as required
- Developed game prototypes and initial concept designs for technical and management teams as well as translated project requirements and specifications into efficient and robust code
- Developed schedules and determined milestones for gaming projects as well as ensured team followed current architecture and operating environment while solving complex technical problems during game production

ACI Company

- Wrote and developed application specific code based on design requirements as well as implemented new game features or functionality under the direction of programming leads
- Worked with lead engineers and designers for designing, developing, and maintaining a suite of internal tools, templates and related systems to provide assistance with rapid and efficient game development process
- Assisted in documenting technical specifications for gameplay systems and gaming codes for future references as well as in debugging and optimizing existing game applications as required
- Worked under the supervision of senior programmers and produced game prototypes as well as created project schedules with accurate timelines
- Collaborated with game designers, producers, developers and artists to ensure highest quality product as well as assisted in play testing

EDUCATION**INFORMATION TECHNOLOGY****04/2007 - 01/2012****UNIVERSITY OF SCIENCE**