

Nhi Hoang

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EDUCATION AND TRAINING

Bachelor of Game Design and Project Management

Uppsala University [01/09/2021 – 31/05/2024]

Address: Cramérgatan 3, Visby, 621 57 Visby (Sweden) | Website: <https://www.uu.se/> | Field(s) of study: Arts and humanities : • Audio-visual techniques and media production | Final grade: Väl Godkänd | Level in EQF: EQF level 6 | NQF Level: SeQF Level 6 | Type of credits: ECTS | Number of credits: 180 | Thesis: Digital Emulation of Claymation for Video Games

- Design game system, game mechanic, game feel/experience
- Game development with Unity Engine
- Programming game system, game mechanic and game graphics (Animation, VFX and Shader) using C#, C++ and HLSL
- Project management: Agile & Scrum management method

LANGUAGE SKILLS

Other language(s):

English

LISTENING C2 READING C2 WRITING C2

SPOKEN PRODUCTION C2 SPOKEN INTERACTION C2

Swedish

LISTENING A2 READING A2 WRITING A2

SPOKEN PRODUCTION A2 SPOKEN INTERACTION A2

Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user

DIGITAL SKILLS

Software Development

Version Control System (Git) / C++ Programming - Beginner / Unity Real-Time Development Platform / C# / Python

Other

Atlassian stack (Jira, Confluence, ...) / Remote working tools (Slack, Teams, Zoom, Meet, Discord)

COMMUNICATION AND INTERPERSONAL SKILLS

Great teamwork / Can work independently / Willing to learn from others / Takes criticism and improve from it

PROJECTS

[05/01/2024 – 01/06/2024]

Checkout Showdown

A thesis game project studying how claymation can be digitally emulated in a 3D physics-based environment, made in Unity Engine, by a group of five.

Roles: Game Mechanics Programmer (player-object interactions and game states), Technical Artist (shaders and procedural animation) & Debugger

Link: <https://tonhihoang.com/?page=checkout-showdown>

[01/09/2022 – 01/06/2024]

Bullet Dance

A fast-paced, top-down, rhythmic bullet hell, boss rush game developed in Unity Engine by group of eight. It won Student's Choice Award at Gotland Game Conference 2023.

Roles: Programmer & Debugger (general gameplay, HUD/UI, cutscenes), Technical Artist (shaders, VFX, and rhythmic animations), 2D Artist & Animator

Link: <https://tonhihoang.com/?page=bullet-dance>

[28/03/2022 – 31/05/2022]

Staff Pointer

A drawing-based fighter using Wii Motes, made in Unity Engine by a group of six, showcased at Gotland Game Conference.

Roles: Programmer (Wii Motes inputs and HUD/UI), Gameplay Debugger, and Additional VFX works.

Link: <https://tonhihoang.com/?page=staff-pointer>

[05/01/2022 – 25/03/2022]

Necrolux

A ghostly Shoot'Em Up game made in Unity Engine by a group of six, for a Game Design course.

Roles: HUD/UI Programmer & Visual Effects

Link: <https://tonhihoang.com/?page=necrolux>