

Gia Huy Pham

Curriculum Vitae

Adelaide
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Education

- 2018–2021 **Bachelor of Information Technology: Games and Entertainment Design**, *University of South Australia*, Adelaide, Australia.
- . Relevant course works:
 - . Game Assets Design, Game Designs, Game Engines, Mobile Game Development, ICT project, Data Structure.

Work Experience

- Jul 2021 - Dec 2021 **University of South Australia**
- . 4 months work experience opportunity delivering a Prison/puzzle solving game in a team of 4 members to the client
- Mar 2022 - Current **Age of Aincrad**
- . Programmer for team Cardinal working mainly on cameras and player movements for the upcoming MMORPG game Age of Aincrad

Projects

- Soul Of Time** Unreal Engine, Blender, Blueprint visual scripting
- . Implemented main mechanics of the game(time slow, time reverse and rebuild ability)
 - . Main developer for puzzle 2 and various common mechanics in games such as object interactions and debug system
- Prison Of Hell** Unreal Engine, Blueprint visual scripting
- . Main developer of the team of 4 members, Manage git version and code implementations for the project
 - . Design majority of the gameplay system mechanics and UI elements
- 3D Classroom** Unity, Blender, CSharp, Adobe Photoshop
- . Modelled and applied maps for the vending machine object in the scene
 - . Programmed a 3D environment with working character movements and objects physics with dragging and 3D printing mechanics

Skills

Language Vietnamese(Native), English(Professional working level)
Programming Language C++, CSharp, Java, JavaScript, Python, SQL,Visual Basic.NET
Software knowledge Blender, Maya, Adobe Photoshop, Unity, Unreal, Git, Visual studio, Source Tree, Jira, Trello, MantisBT

Extra Curricular Activities

2021 - 2022 Logistic Team member and Sound Technician at VietFest event
2019 - current 3D Modelling and Anatomy Drawing

Portfolio: giahuypham.com