

Gia Huy Pham

Curriculum Vitae

Adelaide
South Australia, Australia
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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
- July 2022 - current **Vimbal**
- . Software Developer developing company's software product using Unity CSharp
 - . Responsibilities includes developing mechanics and UI design for the app system and components
 - . Managing project code base using github and AWS EC2
 - . Worked closely with backend engineer to apply Fast API to access stored data using PostgreSQL in Unity
 - . Experience working with RESTful API for retrieving data and display on the application
 - . Currently expanding my skill set to other cloud products such as AWS S3

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

Feb 2022 - Current	Alpha Tester for DreamWorld- Creative Open-World MMO
2021 - 2022	Logistic Team member and Sound Technician at VietFest event

Referees

Mr Sunil Sanganbatte	CTO/ Supervisor at Vimbal
Associate Professor Ross Smith	Supervisor for Game Engine Class,University of South Australia

Portfolio: giahuypnam.com