Vo Trung Kien

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A dedicated **Game Developer** with a strong programming foundation and hands-on experience ranging from 2D/3D gameplay development in Unity to building complex simulation environments in Unreal Engine 5. I am committed to continuous learning and embracing technical challenges to master advanced technologies. My ultimate goal is to leverage my skills to independently realize dream virtual worlds while delivering impactful value to the company's innovative projects.

EDUCATION

HOCHIMINH CITY UNIVERSITY OF TECHNOLOGY (HUTECH)

2021 - Expected 2025

Major: Software Engineering

GPA: 3.68 / 4.0

WORK EXPERIENCE

Programming intern • Sao Viet Informatics Center

April 2025 - July 2025 | Bien Hoa, Dong Nai

- Use the n8n tool combined with code to build an automated workflow.
- Integrated with external applications through API connections.
- Modified open-source code to align with specific workflow requirements.
- Collaborated with other teams to complete tasks.

UAV Application Simulation Engineer • CT UAV a member of CT Group

September 2025 - February 2026 | District 3, Ho Chi Minh City

- Build 3D environments for UAVs using Unreal Engine 5.
- Simulate physical impacts and dynamics affecting UAV operations.
- Develop a log-based UAV flight path visualization system using C++ and Blueprints.
- Collaborate with AI and Design teams to fully simulate comprehensive UAV functionalities.
- Research and implement UAV firefighting simulations using AirSim.

PROJECTS

FULL STACK • GAME TOP DOWN 2D

GitHub: https://github.com/KaeseyVNK/Survival_Day.git

- Developed a 2D top-down survival game in Unity featuring an infinite, procedurally generated world using Perlin noise for dynamic biome creation.

- Implemented a robust inventory and hot bar system with support for item stacking, moving, and equipping.
- Designed and built a flexible, grid-based crafting system that allows for the creation of new items from predefined recipes.
- Created an interactive world where players can gather resources from nodes using specific tools, with a state-machine-driven player controller for fluid animations and actions.

FULL STACK • 2D GAME ROGURELIKE

GitHub: *github.com/Cuteycate/Memories-of-Goddess-2*

- The product participated in the "IT Got Talent 2024" competition and won the Encouragement Prize.
- The game was developed on the Unity engine, inspired by Vampire Survivor, for Desktop and Mobile platforms.
- I participated in programming gameplay, building the user interface system, managing object pooling, enemy behaviors, special events, and unique skills for various characters in the game.

FULL STACK • FLIGHT PATH VISUALIZER

GitHub: *github.com/KaeseyVNK/FlightPathVisualizer*

- Architected Automated CSV Data Parsing & Management System
- Engineered High-Precision WGS84 & LTP Coordinate Transformation
- Optimized 3D Flight Path Visualization using Spline & ISM
- Developed Real-time Flight Metrics & Kinematics Computation
- Implemented Interactive Flight HUD & Camera Navigation System

TECHNICAL SKILLS

- **Game Engine:** Unity, Unreal Engine 5.
- **Programming:** C#, C++, OOP, Design Patterns.
- **Version Control:** Git.
- **Tools:** Figma, Miro, Jira.
- **Other**: SQL, Java, JavaScript.

AWARDS

- Encouragement Prize, "IT Got Talent 2024" - "AI and Game" Category 12/2024
- Outstanding Student for 5 consecutive semesters.
- Participated in "Individual Programming" competition. 03/2022
- Participated in "My First Website" competition. 09/2022

STRENGTHS

- Strong learning and teamwork abilities.
- Critical thinking and creativity.
- Strong ability to troubleshoot and resolve complex technical issues

CERTIFICATIONS

- CEFR B1 English Certificate