



TRẦN TRUNG HOÀNG

UNITY DEVELOPER INTERN

CONTACT

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📍 Thanh Xuan, Ha Noi

<https://github.com/ChanHoang-Dev>

Portfolio : tranhoang.click

EDUCATION

2022-2027

HANOI ARCHITECTURAL
UNIVERSITY

- Bachelor of Information Technology
- GPA: 8.1 / 10.0

SKILLS

- Programming : C#, OOP, Design patterns, Basic Data Structures & Algorithms.
- Game Development : Unity 2D, Animator / Animation, Tilemap, Physics 2D, UI System, Particle System, Shader Graph.
- Multiplayer : Photon PUN / Photon Realtime, Multiplayer room/lobby system, Synchronization & RPC
- Tools: Git/GitHub, VsCode.

LANGUAGES

- Vietnamese — Native
- English — Reading & Technical Documentation

PROFILE

IT student passionate about Unity game development, looking for a Unity Developer Internship. Has knowledge of 2D game development using Unity and C#, with personal projects in gameplay programming, UI, animation, physics, and multiplayer features using Photon. Looking forward to learning from the development team, improving skills and techniques, and contributing to real game projects.

MY PROJECT

● Game Casual — Grid-based 2D Dungeon Game (Unity, Solo Project)

- Building grid-based movement and brick-breaking attacks on a Tilemap
- Design enemy AI to chase the player and dodge obstacles
- Health system that decreases over time, heals through items and rewarded ads (Unity LevelPlay)
- GameManager to handle win/lose, pause, respawn, unlock levels (PlayerPrefs)
- Touch controls for mobile, scene-based AudioManager, multi-layer parallax scrolling
- Tech: Unity, C#, Tilemap, Rigidbody2D, TextMeshPro, Unity LevelPlay
- Link github : <https://github.com/ChanHoang-Dev/GameCasual>
- Link demo : <https://youtu.be/T9TQnlrCcwQ>

● GhostChasing Multiplayer (Unity, Photon PUN2) - University-level scientific research project

- Multiplayer 'ghost chase' gameplay: Ghost hunts other players, synced via RPC
- Lobby system: create/join room by ID, realtime player count, host controls match start
- Sync match time via PhotonNetwork.Time, automatically transfer host when original leaves
- Mana for sprinting, Light2D creates a dynamic light around the character in dark spaces
- Tech: Unity, C#, Photon PUN2, URP
- Link github : https://github.com/ChanHoang-Dev/Game2D_NCKH
- Link demo : <https://youtu.be/wbVixZy2mUE>