



# NGUYEN THANH NHAN

## UNREAL ENGINE 5

### CONTACT INFORMATION

📅 June 22, 2000

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### OBJECTIVE

I hope I will be accepted into this company so that I can experience and discover more about the field and game projects in charge of the company. Especially, I can improve and learn about C++ coding skills and learn more about unreal engine 5 technology.

### SKILLS

#### Language

English.

#### Programming language

C++,  
Blueprint,  
Shader,  
UI,  
Niagara,

#### Soft-Skill

Teamwork.  
Communication skills with members.

### EDUCATION

#### GreenWich University

Major: Information Technology

June 2018 - May 2022

### WORK EXPERIENCE

#### FPS Game Zombie Shooter

Programmer

Alta Software: Feb2022 - April2023

##### Main responsibilities:

- **AI:** I created EnemyAI with c++ code with audiovisual function using "UPawnSensingComponent" with delegate onseepawn and onheardpawn, patrol, chasing, lookatPlayer, health bar, and check when in range attack player.

##### Link demo:

<https://youtu.be/XsPPwPj0COU>

<https://youtu.be/shRtbmmtkFk>

- **Weapon:** Create a set of gun mechanisms including the parent class Weapon with the stats being the total number of bullets, the number of bullets per tape, the zoom in/out function depending on the gun type.

##### Link demo:

<https://youtu.be/Js2-W9FX2ww>

<https://youtu.be/M9wPUr1YqAY>

#### Overload

Programmer

ABH Tech: April2023 - April2024

##### Main responsibilities:

- **UI:** I have learned and worked on user interfaces.

##### Link demo:

[https://youtu.be/NqplyL\\_BaY4](https://youtu.be/NqplyL_BaY4)

- **Shader & VFX:** I can do basic effects like circle roll, rain, smoke, snowstorm, and some AI appearance effects in the clips above.

##### Link demo:

<https://www.linkedin.com/in/nguyen-nhan-553b4b246/>

<https://youtu.be/rIVt0Fiz-os>

#### Recognition and Gains:

-Through all projects, I have learned many things when working with c++ as well as the functions available in unreal such as creating blood widgets for players, and AIs, how to make an AI when only models and shaders, animations are available. Besides, I also learned some ways to do VFX with Niagara and Shader through some youtube channels. Know how to publicize values from Niagara and Shader to Blueprint or c++. Through this project, I also realized that the weakness is that I have not yet understood how collisions work in unreal and there are many other things that I have not fully understood the strengths of unreal. That's why I hope I will be a member of this company so I can learn more and more deeply about unreal's tools.