

NGUYEN HOANG SON

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EMPLOYMENT

May 2024 – now, Sisyphus Lab, Founder, Game Developer:

- Found [Sisyphus Lab](#) with a colleague.
- Develop games using *Godot Engine* and *Roblox* (to be announced)

March 2021 – May 2024, Imba Studio, Game Developer:

- Work with designers to create game features and game modes for *Kawaii Games* by **Unity Engine**
- Take role as Mid-level developer in *Kawaii Puzzle*, *Kawaii Island*, *Kawaii Mansion*, *Kawaii Fishing Together*, *Kawaii Theater Solitaire* and *Tile Plays: Kawaii Show Design*.
- Create features for game tools. Also, provide support to customer service team if needed.
- Use Unity, C#, and **Playfab** as main tech stack. Use JavaScript and **Microsoft Azure** for backend.
- Have experiences with Firebase & Google Analytics.

May 2022 – Feb 2023, Young Buffalo Studio, Game Developer:

- Be the first game programmer at a startup game studio. Take responsibility as main developer for [Ultimate Rainbow Survivor](#), a multiplayer, 2.5D hyper casual game made by **Unity 3D** and C# and **Photon Pun2**.
- Work as semi-tutor for two fresher game developers in the team.
- Use **Roblox** & *Lua* to create [Zombie Survival Army Defense](#), a Tycoon Game mixed with FPS elements.
- Use *Lua* to make simulation game in **BlockmanGO** environment.
- Introduce new teams to game development concepts and collaboration tools, such as Agile, JIRA, and GIT.

July 2020 – January 2021, RMIT Developer Club, Core Manager:

Invite students in Design & IT Department to make games including *Wizardry Fate* & *Spaceship Shooter*.

March 2017 – now, RMIT IT & Engineering Group, Group Founder & Manager:

Founded a closed, private [group](#) for Engineer students to share knowledge. The group has 580 members (May 2024).

GAME-RELATED PROJECTS

[From Tiles 2 Images](#) (*Unity Plugin*):

- Come up with a custom Unity plugin to convert *Tilemap* into 2d Images.
- Provide simple solution & higher quality than the solution provided by *leocub58*.

[Wizardry Fate](#) (*Unity Game*):

- A pixel, 2d-platformer game in which you play as a wizard trying to survive in a dark, cursed forest.
- The game's theme is dark and gothic. Monster art was custom handmade.

[Spaceship Shooter](#) (*Unity Game*): A bullet-hell game in which you control a spaceship to destroy the enemy

[XO-Game](#) (*AngularJS, Typescript Webapp*): An offline, Gomoku+ game created for the web

[Whack-A-Mole](#) and [Crossing Road](#): Games run on Nuvoton Board *NUC140VE3CN* and *Raspberry Pi* respectively.

Made for school assignments using C and Keil.

-Thanks for Reading-

EDUCATION & AWARD

Jan 2017 – 2021: RMIT University Vietnam, Software Engineer Student, **GPA 3.6/4.0.**

May 2018 – May 2019: Exchange Student at RMIT Melbourne University, Australia.

Student Award for High Achiever (2017) & Scholarships of 50% for current students (2018).

OTHER NOTABLE PROJECTS

[Vision-Guided Bin-picking Robot](#) (University Capstone Project):

- Work as core software developer & main researcher in a team of four students
- Develop a vision-integrated software to detect objects in a random mess and guide the robot to pick them up.
- Implement core technologies such as: **OpenCV**, **YoloV3**, Depth Map Construction, and Aruco, the application is written in Python.

[Today in History](#) (A Web App made by **ReactJS**, Bootstrap, *ExpressJS*, *DynamoDB*)

- Develop an education website that shows you famous events in the past based on the day you visit the app.
- The core technology is **ReactJS**, **ExpressJS**, **DynamoDB** and Bootstrap. The application was deployed by **AWS Elastic Beanstalk**. Authentication was made with JWT.

[The Progressor](#): (A Mobile App made with *Flutter & Dart*): An abandoned mobile app to keep track of weekly activity.

[sonnguyen9800.com](#):

- A personal website made by HTML, CSS & Bootstrap.
- Website was powered by **HUGO** and Jamstack.

OTHER SKILLS

- Casual blogger at [sonnguyen9800.com](#).
- Familiar with VPS. Read more about it [here](#) and here.
- Familiar with Docker & Selfhost Service Deployment using and Cloudflare and Tailscale. Read more about it [here](#).
- Game Development using RPG Maker VX, VXA.
- Programming Languages that I used: Ruby (and RoR), PHP, Rust, Swift and Java.
- Familiar with Linux ecosystem. I use Linux Mint side-by-side with Windows.

HOBBIES, INTERESTS & OTHER:

I enjoy engaging in music, reading books and continual learning. I possess a keen interest in self-hosted services as a tech enthusiast. A fan of Wes Anderson movies.