



Phạm Thanh Văn

FRESHER UNITY DEVELOPER

As a beginner Unity developer, my short-term goal is to join a professional game development team where I can learn from experienced teammates, improve my Unity and C# skills, and contribute to real projects.

My long-term goal is to become a skilled and reliable Unity Developer who can build smooth, optimized gameplay systems and help create high-quality games that deliver great experiences to players.

My Information

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- <https://www.facebook.com/profile.php?id=100010187404231>
- <https://github.com/VanPhamNe>
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Skill

- Game Development:** C#, Unity
- Web Development:** PHP, Laravel, RESTful API
- Tools & Workflow:** Git, Github, ChatGPT (for code assistance)
- Soft Skills:** Problem solving, self-learning, time management, teamwork

Certificate

English

TOEIC 600

Hobbies

Education

Saigon Technology University | 2019 - 2023

Information Technology

GPA:3.3/4

Green Academy | December 2024 - August 2025

Unity Game Development Course

Learned C#, Unity 2D/3D game development, basic AI, animation, physics, UI design, and game state management.

Gained experience with player controls, enemy behavior, shooting mechanics, checkpoints, and scene transitions.

Personal Projects

Four Man Adventure | April 13 - May 20

Description: A 2D platformer where the player avoids obstacles and collects items to buy skins. The project helped me learn core 2D mechanics like movement, collision, and UI.

Itch.io: <https://vanliken1.itch.io/four-man-adventure>

GitHub: <https://github.com/VanPhamNe/2D-Platform-First>

Team size: 1

Technologies used: Unity 2022.3.6, Visual Studio 2022

Platforms: Windows PC, WebGL (browser)

Details:

- Built the entire game solo using Unity and C#.
- Implemented movement (with double jump), enemy AI, item collection, and skin shop.
- Created UI for pause, game over, shop, and settings with volume controls.
- Added music and sound effects for better gameplay experience.
- Applied core 2D mechanics: physics, collision, animation, and audio.

Survival Shooter | June 15 - July 23

- Playing games
- Learning new technologies
- Watching movies
- Playing football

Additional Information

TOP ON SEEK (TOS)

Septemper 2023 - November 2023

Position: Intern PHP Programmer

Details:

- Collaborated with senior and front-end developers to complete client websites.
- Built websites using WordPress CMS to meet client requirements.
- Developed e-commerce websites using WordPress and WooCommerce

FLAMEDIA JSC

June 2024 - November 2024

Position: Intern PHP Lavarel Developer

Details:

Developed APIs to support frontend development for sales and content management systems.

Reported progress and updates regularly to project supervisors.

Debugged and fixed issues on the project's admin management pages.

Description: A 3D top-down shooter where the player survives by fighting enemies until reaching the escape point. It has two modes: hunter mode to hunt enemies and timed mode to survive before time runs out.

Video demo: <https://www.youtube.com/watch?v=1vCegSloRo4&t=3s>

Github: <https://github.com/VanPhamNe/3D-Top-Down-Shooter>

Download: <https://drive.google.com/file/d/1vEq4S9lfWiNrKTPWBYDIPNjdJLJqzkrv/view?usp=sharing>

Team size: 1

Technologies used: Unity 2022.3.6, Visual Studio 2022

Platforms: Windows PC

Details:

- Used Character Controller for responsive player movement and collision.
- Worked with 3D models, rigging, and Unity's New Input System.
- Integrated ragdoll physics and animation events for realistic interactions.
- Applied object pooling to improve performance.
- Used Scriptable Objects for data handling and modular game structure.

Laptops eCommerce Website | May 2023 - July 2023

Team size: 1

Technologies: HTML, CSS (Bootstrap 4), JavaScript (jQuery), PHP (Laravel), MySQL

Description: Developed an e-commerce website for selling laptops to a wide range of consumers.

Responsibilities:

- Implemented user features: account registration/login, password reset, product search & view, shopping cart, order placement, online payment, and order history.
- Built admin panel: user, product, and category management (CRUD, search), and role-based permission management.
- Designed MySQL database schema and integrated back-end with front-end for seamless user experience.

Source Code: <https://github.com/vanliken1/websitelaptop>