

TRẦN KHẢI TRÍ

GAME DEVELOPER



CONTACT

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SKILLS

1. Technical Skills:

- Project Management
- Object-Oriented Programming
- Design Patterns
- Unity 2D/3D
- GitHub
- Programming Languages: C/C++, C#
- Firebase
- Manual Test

2. Soft Skills:

- Teamwork
- Hard-working

LANGUAGES

- English (Fluent)



GOAL

Develop programming skills and absorb all knowledge about game programming and related knowledge to perfect myself in the best possible version.

Looking for the opportunities to do my best to participate in as many game projects and contribute to the success of those game products.

Further more, my current goal is to become the Senior Game Developer within the next 3 to 4 years.



PERSONAL PROJECTS

Shoot The Dots

2024 - PRESENT

Unity 2D

- Game Type: Hyper-casual
- Platform: Mobile (currently available for Android)
- Mechanic:
 - Tap on the screen to shoot the dot that appears below a death bar to increase the player's point.
 - Keep playing until the player shoots the deathbar or shoots to the point out of the screen and the game ends.
 - The High score will be reset when the player breaks the old one.
 - Login/Logout and Regist to authenticate the identity.
 - Save the score by using Firebase.
- Download Game: <https://khaitri.itch.io/shoot-the-dots>

Funny Game

2023 - PRESENT

Unity 2D

- Game Type: Platformer
- Platform: Available for PC and Mobile (currently for Android)
- Game Story: A group of teenagers is lost on their way home and now they are starting their journey to go back home. Unluckily, there are many obstacles on their way and player need to help them go through all of it.
- Controller: Players control the game using the keyboard for the PC platform and buttons displayed on the screen for the Mobile platform.
- Mechanic:
 - Player: walking, jumping (able to activate the second jump), collecting coins.
 - Depending on the character in the game, the monster shooting function can be activated.
 - Player can collect coins to unlock new characters.
 - The obstacles will destroy the player immediately whenever the character touches to the obstacles.
- GitHub: <https://github.com/khaitri1912/Funny-Game-2D>

WORK EXPERIENCES

1. ITECH CLUB - INFORMATION TECHNOLOGY CLUB OF UEF
 - Time: 10/2022 - 04/2024
 - Role: The Head of the Technical department.
 - Support and oversee the club's main activities.
 - Participate as a teaching assistant and assist in supervising competitions organized by ITECH club and IT department.
2. iNET Software Company
 - Time: 04/2024 - 06/2024
 - Role: Sale and Web Solutions Consultant

CERTIFICATIONS

1. ASEAN STUDENT CONTEST ON INFORMATION SECURITY 2022
 - Time: 10/2022
 - A competition on the skills and knowledge of White Hat through CTF.



PERSONAL PROJECTS

THE BOUNDARY BETWEEN Unity 3D

2024 - PRESENT

1. Perspective: Third-person Perspective.
2. Game Type: Action RPG, Hack and Slash, Souls-Like, Action, Single-player Focus.
3. Platform: PC.
4. Role: Front-end (Player's mechanics: movements and attack skills, camera), Game Design.
5. Main genre: The Boundary Between is an Action RPG game, focusing on players taking on the role of a character in a challenging fantasy world. The game's focus is to allow players to explore, develop, and customize their characters according to their own play style while experiencing a deep and engaging storyline.
6. Mechanic:
 - a. The character can change several basic movement states and attack states using State Machines.
 - b. The New Input System manages the movement of the player.
 - c. Conversations between players and NPCs take place under the control of the Dialogue System.
 - d. The character can converse with the NPC to talk and receive the missions.
 - e. The character can kill the enemies and collect the items dropped from them.
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7. GitHub: <https://github.com/Tindavetran10/Boundary-Project>



EDUCATION

Ho Chi Minh City University of Economics and Finance

2020 - 2024

Bachelor of Information Technology
GPA: 2.87 / 4.0

VTC ACADEMY

2022 - 2025

Learning about games and using Unity Engine to make 2D and 3D games.
Acquire knowledge about Photon Fusion to apply to multiplayer games.