

LAM NGO

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SUMMARY

2 years of experience in game development and programming. I'm skilled in C++ and C#, having developed core gameplay mechanics, UI features, and data-driven systems. I contributed to the successful release of 2 mobile game titles and I am currently mentored at Ubisoft, demonstrating proficiency in design patterns and game architecture.

CORE SKILL

- **Programming:** C# (Advanced), C++ (Intermediate), Python (Beginner)
- **Others:** Programming patterns, OOP, Github, Jira, Agile, Communication, Teamwork, Research
- **Languages:** English (Fluent), Vietnamese (Native)

WORK EXPERIENCE

Ubisoft | UK

October 2023 - March 2024

Mentee (C++)

- Developed a fully-functional game using C++ and the provided API, incorporating an entity-component framework as the foundational architecture
- Applied multiple design patterns to build a maintainable and scalable codebase, such as state, observer with event system, object pooling, and factory methods
- Implemented a data-driven method to control enemy spawning behaviors with commands
- Implemented AI mechanics to anticipate player movements

Indigames Inc. | Vietnam

June 2022 - June 2023

Junior Game Developer (C#, Unity)

- Developed core gameplay mechanics and puzzle minigames, contributing to the successful release of 2 game titles
- Implemented UI features such as shop, inventory, gift, buffer, and notification menus
- Collaborated with the backend team to integrate clients' API to save users' data to and retrieve data from clients' servers
- Collaborated with an international team from Japan on the design of game menus, enhancing the look and overall user experiences

Athena Studio | Vietnam

January 2022 - June 2022

Game Developer Intern (C#, Unity & Typescript, Cocos)

- Collaborated with a multidisciplinary team on the live operations of existing projects, ensuring seamless gameplay experiences
- Developed two hyper-casual games using Typescript and the Cocos Creator Engine, focusing on technical development
- Worked with a game designer to refine and optimize game levels, contributing to the improvement of overall gameplay

American Museum of Natural History | USA

March 2020 - March 2021

Technical Assistant Intern (C++)

- Developed an animal tracker device using GNSS as a signal receiver and a Long Range radio system as a signal transmitter
- Assisted with writing reports and documentation

EDUCATION

City, University of London, London, UK

Expected October 2024

MSc, Computer Games Technology

Sewanee - The University of the South, Sewanee, TN, USA

May 2020

BSc, Mathematics