

Vinh Pham

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SUMMARY

Highly skilled and collaborative Game Designer with expertise in 3D modeling, C#, LUA, and Unity. Passionate about creating innovative game environments and mechanics while fostering team collaboration. Proven ability to handle and delegate tasks and deadlines in team-based settings.

EDUCATION

Chico State University

Bachelor of Science in Computer Animation and Game Development

Chico, California

January 2022 - May 2025

PROJECTS & WORK EXPERIENCES

Cambio: Extinction Run - UI Programmer/UI Artist

July 2025 - Current

- Collaborated with an independent team to develop a card game by adapting both design and technical needs.
- Implemented core gameplay systems including inventory/store management and card movement mechanics.
- Developed UI functionality supporting responsive player interactions.
- Adapted systems to evolving technical requirements during development.

Suburban Descent - Character Modeler/Gameplay Programmer

January 2025 - May 2025

- Contributed as 3D artist and animator in a 6-member team to build a roguelike game, as measured by supporting both design and technical needs.
- Achieved modeling and animating the player character and four distinct enemy types, as measured by enhancing combat variety and visual storytelling.
- Integrated animations directly into the Unity engine, as measured by ensuring polished transitions and smooth gameplay.

King of the Casino - Gameplay Programmer

October 2024 - December 2024

- Co-developed a casino-themed prototype with a team of four as measured by demonstrating adaptability and iterative development, by using Agile Development methodology.
- Accomplished programming car mechanics, power-ups, and abilities as measured by ensuring functional and engaging gameplay.
- Coordinated closely with team programmers as measured by fostering and improving collaboration and reducing conflicts, by achieving deadlines and uphold standards.

Target - Fulfillment

December 2021

- Quickly located and organized requested items for delivery, demonstrating speed, attention to detail, and ability to perform in a physically fast-paced role

TECHNICAL SKILLS

Programming & Game Engines: Unity, C#, Lua, Object-Oriented Programming

3D Art & Animation: Maya, Blender, Rigging, Animation, Asset Integration