

PHI DINH, [GAME DEVELOPER]

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Independent Game Developer based in Manchester, UK.
Experienced in programming and game design.
Passionate about procedural generation and AI.
Available for contract work, industry talks and tutoring.

[NOTABLE PROJECTS]

RECOMPILE, JUL 2018 – PRESENT

LEAD PROGRAMMER AND CREATOR, PHIGAMES

AN EXPLORATIVE ADVENTURE ON SAPIENT AI AND HACKING

<http://recompilegame.com>

LAZARUS, OCT 2016 – JUL 2018

AI PROGRAMMER, SPILT MILK STUDIOS

TOP DOWN SCI-FI MMO SPACE GAME IN A HUGE PERSISTENT ONLINE WORLD

<http://playlazarus.com>

TINYKEEP, AUG 2013 – JUN 2015

LEAD PROGRAMMER AND CREATOR, PHIGAMES

PROCEDURALLY GENERATED PHYSICS-BASED DUNGEON ESCAPE GAME

<http://tinykeep.com>

Crowdfunded on Kickstarter for ~\$40,000 (£25,675).

Published by Digital Tribe Games.

Released in 2014 on Steam (PC/Mac/Linux), iOS, Android, Amazon TV and NVidia Shield.

Sold 70,000+ copies to date.

SUBLEVEL ZERO, JAN 2015 – OCT 2016

PROCEDURAL GENERATION AND AI PROGRAMMER, SIGTRAP LTD

FIRST PERSON 6-DEGREES-OF-FREEDOM SHOOTER INSPIRED BY DESCENT AND FORSAKEN

<http://sigtrapgames.com/sublevelzero>

Original prototype created in 72 hours for the Ludum Dare Game Jam #29.

Awarded 21st place overall out of 1004 entries.

Released in 2015 on Steam (PC/Mac/Linux), Xbox One, PS4 and VR. Switch port coming.

Sold 15,000+ copies to date.

Currently holding a Very Positive user rating on Steam.

NUCLEAR AUTUMN, APR 2015

LEAD PROGRAMMER AND CREATOR, PHIGAMES

POST-APOCALYPTIC PLATFORMER WITH EXPLORATION AND ENVIRONMENTAL PUZZLES

Original prototype created in 72 hours for the Ludum Dare Game Jam #32.

Awarded 16th overall, 9th in Audio and 18th in Mood out of 1468 entries.

[WORK EXPERIENCE]

UTC@MEDIACITYUK, SALFORD, NOV 2015 – JUL 2016

GAME DEVELOPMENT TUTOR

Tutored 14-18 year old students at BTEC Level 2/3 on game development techniques.

JAYWING CREATIVE AGENCY, NEWBURY, NOV 2011 – AUG 2013

SENIOR PROGRAMMER

Developed mini-games and promotional apps for marketing and social media campaigns. Clients included Sky, McCoys Crisps, McVities, Carlsberg, Pepsi Max and XFactor.

BETFAIR, LONDON, OCT 2008 – NOV 2011

SENIOR PROGRAMMER, POKER AND PROTOYPING TEAM

Research and development of Betfair's future gaming products.

[TALKS AND PRESENTATIONS]

PROCEDURAL LEVEL DESIGNS

EVERYTHING PROCEDURAL, NHTV BREDA, NOV 2016

Technical talk on the procedurally generated level designs of TinyKeep and Sublevel Zero.

FROM KICKSTARTER TO STEAM

GAME HUB, MANCHESTER, NOV 2014

Project post-mortem, two months after the commercial release of TinyKeep.

RANDOM DUNGEONS IN UNITY

MANCHESTER UNITY USER GROUP, MANCHESTER, JAN 2014

NORDIC GAME CONFERENCE, MALMO, SWEDEN, MAY 2014

Technical talk on the pitfalls of using procedural generation techniques in Unity.

[EDUCATION]

UNIVERSITY OF BIRMINGHAM, 2003 – 2006

BSc Computer Science, 2:1 Hons

[SKILLS]

- Unity game engine with C# programming.
- Wwise & FMOD audio middleware integration.
- Working knowledge of 3D modelling, texturing, rigging, animation and shaders.

[OTHER ACHIEVEMENTS]

Awarded an **unconditional offer** to study at the University of Birmingham for successfully completing an open day programming competition.

Achieved the **highest AS grades out of all students** during the 2001/2002 school year.