

PHI DINH, [GAME DEVELOPER]

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Independent Games Developer based in Manchester, UK.

Experienced in programming and design.

Passionate about procedural generation and AI.

Available for contract work, industry talks and tutoring.

[COMMERCIAL PROJECTS]

LAZARUS, OCT 2016 – PRESENT

AI PROGRAMMER, SPILT MILK STUDIOS

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

<http://playlazarus.com>

Currently in active development.

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

Awarded 21st place overall out of 1004 entries.

Full game published by Mastertronic.

Released in 2015 on Steam (PC/Mac/Linux), Xbox One, PS4 and Oculus Rift.

Sold 15,000+ copies to date.

Currently holding an 87% 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 was 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 TEACHER

Taught game development techniques to 14-18 year old students at BTEC Levels 2 and 3.

JAYWING CREATIVE AGENCY, NEWBURY, NOV 2011 – AUG 2013

SENIOR PROGRAMMER

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

BETFAIR, LONDON, OCT 2008 – NOV 2011

SENIOR PROGRAMMER

Worked on an 8 month project to improve Betfair's popular multi-user Poker game.
Joined Betfair's Prototyping Team to help design and develop the company's future products.

[TALKS AND PRESENTATIONS]

PROCEDURAL LEVEL DESIGNS

EVERYTHING PROCEDURAL, NHTV BRED, 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 talk, 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 5 game engine with C# programming.
- Wwise & FMOD audio middleware integration.
- Working knowledge of 3D modelling, texturing, rigging and animation.

[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.