

# Dinh Huy Henry Ha

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## SUMMARY

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An aspiring games programmer, with a love of collaborating on fun interactive experiences. Currently a MSc Games Programming student at Goldsmiths, seeking an internship to kickstart my career.

## SKILLS

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**Languages:** C++, C#, Python

**Engines:** Unreal 5, Unity

**Source Control:** Perforce, Git

## EDUCATION

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### Goldsmiths, University of London

*MSc Computer Games Programming*  
2024 - 2025

Games Programming (Term 1, 2)  
*Unity, C#, DSA, PCG, Physics, Collisions*

Programming for Game Engines (Term 2)  
*Unreal, C++*

Mathematics for Games (Term 1)  
*Python, Procedural Graphics*

### University of Warwick

*BSc Computer Science*  
2020 - 2023

Software Engineering  
*Python, Agile, Testing, Requirements Analysis*

Algorithms  
*Algorithm Analysis, Data Structures*

Operating Systems and Computer Networks  
*C, Multi-Threading, Memory Management*

### St. Thomas the Apostle College

2017 - 2019

Mathematics (A\*)  
Further Mathematics (A\*)  
Physics (A)

## ACHIEVEMENTS

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### SFAS 2024 Finalist

Finalist in the Search for a Star 2024 Games Programming competition, hosted by Grads in Games.

## EXTRACURRICULAR

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### Limit Break Mentee

Working with a Senior Games Programmer to develop my understanding of the role, industry and the development pipeline.

## EXPERIENCE

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### The Developer Academy

*Game Programmer*

June 2024 - August 2024

Part-time role to produce multiple systems for a game; a photo mode, quest system and dialogue system.

Unreal *Blueprints, Data Tables, UI, Inkpot*  
C++ *Delegates, Components, Perforce*

### The Developer Academy

*Game Development Trainee*

September 2023 - December 2023

A full-time bootcamp, designed with industry insights from studios such as Sumo Digital. Involved weekly collaborative projects, presented across 16 weeks.

Unreal *Blueprints, Enhanced Input, Behaviour Trees, Meshes & Materials, Landscaping*  
C++ *Physics, Code Reviews, Debugging, Perforce*  
Design *User Stories, Prototyping, UI/UX*

### Recii

*Development Assistant*

March 2020 - September 2020

An opportunity to experience different facets of agile software development. Duties included tools development, front-end web development and managing customer data.

Python *Developed a tool for cleaning customer data into a CSV format.*

Jira *Managed and resolved multiple backlogged bugs each sprint.*

Agile *Daily stand-ups meant reporting under a fast-paced, collaborative environment.*

## PROJECTS

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### Rixa

[Link](#)

A top-down shooter built in C++ using Playbuffer. A refresh of a group project, implementing techniques and best practises learned from SFAS 2024.

### Terminal

[Link](#)

A shooter built in UE5 and C++. Contains four unique enemies, with different behaviour tree implementations. Created to explore the EQS and layered animation systems.

### Escape GhouL Prison

[Link](#)

A game and behaviour tree system built in C++ and DirectX for SFAS 2024. C++ coroutines are used to implement specific nodes states. Finalist project.