

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

SPRAWLING SCI-FI HACKING ADVENTURE ON THE BIRTH OF SAPIENT AI

<https://recompilegame.com>

Officially announced on 4th March 2019.

Published by Dear Villagers.

PC release mid-2020, console TBA.

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 over 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 over 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

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, McVities, Carlsberg and Pepsi Max.

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 BRED, NOV 2016

GAME X CONFERENCE, UNIVERSITY OF GLOUCESTERSHIRE, MARCH 2017

DESIGNING EMERGENT AI FOR GAMES

UNIVERSITY OF NORTHAMPTON, JAN 2017

RANDOM DUNGEONS IN UNITY

NORDIC GAME CONFERENCE, MALMO, SWEDEN, MAY 2014

[EDUCATION]

UNIVERSITY OF BIRMINGHAM, 2003 – 2006

BSc Computer Science, 2:1 Hons

[SKILLS]

- Unity 5.6/2018.2 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.