Thanh Hon

Perth, Western Australia • 0468707120 • phuong.hon@hotmail.com • portfolio

SUMMARY

Experienced developer specialising in XR technologies. Proficient with Unity, C#
and VR/Mixed Reality, shader development and tool creation.

QUALIFICATIONS PROFILE

Core Technologies:

Applications:	Oculus SDK, Git, Unity (Shader Graph, VFX Graph), Graphics API (OpenGL)
Language:	C#, C++, Java, HLSL

EDUCATION

SAE Institute, Perth, Western Australia

Bachelor of Games Development, Sept 2020 - Aug 2021

Associate Degree of Games Development, Feb 2019 - Aug 2020

Murdoch University, Perth, Western Australia

Completed Coursework in Games Technology:

Games Design and Programming, Data Structures and Abstractions,

Computer Graphics Principles and Programming

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EXPERIENCE

Frame Labs; **Roles: Mid-Level Software Developer, Jun 2023 – Present**

Proficient with Unity, C#, and a history of successful projects in Mixed Reality / VR

- Specialisation in XR technologies
- Tools development
- Shader development
- Development of AI systems for games
- Physics / soft body dynamics.

Frame Labs; **Roles: Junior Developer, Oct 2021 – Jun 2023**

Drop Dead The Cabin – Home Invasion
Collaboration project with Soul Assembly for Mixed Reality mode of their game
- Development of shaders for Mixed Reality

Leveraged Knowledge: C#, Unity, HLSL, Virtual Reality, Mixed Reality

Custom Content Pipeline tools
- Custom Baked Light Mapper
- Custom Audio Management System
- Shader for an internal project

Leveraged Knowledge: C#, Unity, VR, Software Development

Mechatron V.R.:
Development of VR content pipeline tools, Worked on the Motion Designer Tool for the "Mechatron VR" Ride, in the following key areas

- Application UI Design
- Developed Line Rendering API for rendering motion curves to a UI window in Unity.
- Developed custom file explorer solution for the application.

Leveraged Knowledge: C#, Unity, Virtual Reality, Software Development