

THAI NGUYEN

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PROFESSIONAL EXPERIENCE

Generalist Programmer, Unannounced Project

Feb 2022 - Jun 2026

Ubisoft Winnipeg Inc, Winnipeg, MB

- Delivered C++ gameplay and engine systems across voxel interactions, VFX/SFX, tools, and physics, enabling key features and improving development workflows within a large-scale AAA production.
- Validated the feasibility of a proposed mesh-voxel gameplay feature and led its development for a key user test, defining requirements, planning implementation, and aligning design, art, and engineering stakeholders.
- Owned a major Snowdrop (Ubisoft's internal game engine) integration after code and data were split into separate Perforce repositories, coordinating with Engine, Tools, Online, QC, and Pipeline teams while managing more than 800 backlogged changelists and improving integration rules and documentation.
- Strengthened performance and debugging workflows for voxel and thermal systems by delivering complexity visualization, debug UI tooling, benchmark baselines, and heat-update parallelization prototypes.
- Established a trusted cross-team technical partnership for voxel and Snowdrop systems, aligning gameplay, design, art, engine, audio, tools, online, and production stakeholders to deliver robust technical solutions.
- Improved the voxel system's architecture through APIs for object creation, transform handling, and type-safe vector access, increasing correctness, maintainability, and developer usability.
- Designed and implemented voxel VFX/SFX event systems and feedback effects, supporting gameplay validation, user-test milestones, and improved artist iteration workflows.
- Mentored co-op students, new hires, and engineers across VFX/SFX, voxel systems, Snowdrop UI graphs, unit tests, and thermal system workflows through pair programming, technical guidance, and code reviews.

Junior Tools Programmer, Co-op Work Term

Sep 2021 - Dec 2021

Ubisoft Winnipeg Inc, Winnipeg, MB

- Built C++ runtime debugging tools for an unannounced project to save and load world-generation changes, manipulate fluids, and visualize air temperature, accelerating debugging and test-case creation.

Software Developer, Co-op Work Term

Sep 2020 - Dec 2020

University of Manitoba HCI Lab, Winnipeg, MB

- Built Arduino, C#, and Unity prototypes for two smart-ring interaction studies and iterated through weekly demos spanning wearable gaming, gesture input, and virtual keyboards.

C# Programmer, Part-time

Jan 2019 - Dec 2019

Norwind Interactive, Winnipeg, MB

- Implemented a backpack system and re-implemented obsolete UIs for a cross-platform game on PC, PS4, and Xbox One using C# and Unity.

PERSONAL PROJECT

Unknown Realm

- Built a replicated multiplayer crafting inventory and a C++ combat system with multiple weapons and synchronized animations, strengthening hands-on expertise in Unreal Engine networking and gameplay systems.

SKILLS

Languages: C++, C#

Tools/Engines: Visual Studio, Perforce, Unreal Engine, Unity, Git

EDUCATION

Bachelor of Science - Major in Computer Science, Co-op Option

Sep 2017 - Apr 2022

University of Manitoba, Winnipeg, MB