

Tina Ha

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WORK EXPERIENCE

- 06/2026 - Present **Game Programmer, Mugwort Studios**
- **Kitling** - local coop 2-player platformer
 - Implemented gameplay mechanics, game systems, procedural animations
- 09/2025 - 06/2026 **Game Designer & Developer, Uppsala University**
- **[Untitled]** - energy simulation project
 - Prototyping a **front-end user interface** with a focus on clarity, usability, and real-time feedback
 - **Bunno's Soap Shop**  - educational chemistry simulation
 - Designed and implemented **gameplay systems and UI interactions** in Unity
 - Implemented an **achievements** and **persistent data system** and to track player progress

PROJECTS

- 01/2026 - Present **From a Safe Distance | Generalist Programmer, UI Designer & Programmer** 
- Designed and implemented **affective UI** inspired by cognitive dissonance
 - Created **re-usable and scalable UI widgets** to optimise the workflow
 - Built **custom CSV-based dialogue system** compatible with Unreal Level Sequencer
 - Implemented **gameplay mechanics** like movement, inventory, progression tracker
- 04/2025 - 06/2025 **Dawn of the Witch | Generalist Programmer; UI Designer & Engineer** 
- Designed and implemented **diegetic UI systems** (magic medallion, grimoire interface), integrating **VFX** to enhance player feedback
 - Developed **gameplay mechanics** (raycast-based puzzle, tutorial, clue system)
- 04/2024 - 06/2024 **Rat Race | Generalist, Map & Graphics Programmer** 
- Built a **procedural map generation** tool (3D hexagonal tiles-based endless map)
 - Developed a **custom cross-hatching shader** (Unity URP)
 - Implemented a **CSV-based high-score system**

EDUCATION

Master's in Human-Computer Interaction, Uppsala University

08/2026 - Present | Uppsala, Sweden

Game Design and Programming, Uppsala University

09/2023 - 06/2026 | Visby, Sweden

Completed coursework in player experience, level/system design, and object-oriented programming/C++. Relevant coursework:

- Modern C++ Best Practices
- Human-Computer Interaction
- Real-Time graphics Programming for Games
- Graphic Design for Games

SKILLS

Gameplay & UI Programming

C++, C#, UE Blueprints, UMG, Slate UI, Unity UI Toolkit, Unity URP
Shader Graphs, Unity Mecanim animation system, raylib

Game Development

System & Level Design, QA Testing, Version control (Git), Agile, Scrum, Narrative storytelling

Software proficiency

Unity, Unreal Engine 5, Jira, Git, Figma, Clip Studio Paint, Krita, Google Workspace, MS Office, Milanote, Miro, Canva

LANGUAGES

English - Fluent | **Polish** - Native | **Swedish** - Basic, A2

EXTRACURRICULAR

Gotland Student Union Rindi, Student Section Vice-President

- Represented students of the Department of Game Design
- Increased student engagement through collaborations with other student bodies, university faculty and external partners
- Coordinated events, meetings, student initiatives and internal processes
- Managed documentation and supported operational leadership

AWARDS

Public Choice Nomination, Gotland Game Conference 2026
For: From a Safe Distance

Best Storytelling Nomination, Gotland Game Conference 2026
For: From a Safe Distance

Public Choice Award, Gotland Game Conference 2025
For: Dawn of The Witch

INTERESTS

Handcrafts | Baking | Manga