

# AC

## Location

Hanoi, Vietnam

## Email

anhct@epicrunes.com

## Skype

exor.studio

## Skills

C#

C++

Unity Engine

Unreal Engine

ASP. Netcore

## Language

English – Intermediate

## Github

github.com/ExorChu

## Linkedin

linkedin.com/in/anthonychu  
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# Anthony Chu

I am a Senior Unity Developer, with 8+ years of experience working with Unity Engine, and other related technologies. I look forward to becoming part of a team where I can use all of my strengths, especially in game optimization and game networking.

## Experience

### 2020 - Present

Head of Studio – Dashbit Interactive - Hanoi

Lead a team of 15 developers to produce several mobile titles :

#### **Gangstar War: Thief City** ( offline GTA-liked game )

- Write an efficiency Culling System based on Unity CullingGroupAPI.
- Write an optimized Minimap component.
- Optimize game performance on both CPU and GPU side.
- Bug fixing.

#### **City Fury Online** ( 100-player multiplayer open-world sandbox )

- Write & deploy backend API ( using ASP.Net core ) for user authentication, user inventory management & IAP validation
- Write netcode to sync vehicles. ( using Photon Fusion )
- Write chat server ( based on Enet ) to communicate text & voice (opus)
- Write backend API to manage multiple dedicated servers, automatically restart server sessions on a schedule.

#### **Ultimate Sandbox** ( multiplayer physics sandbox )

- Optimize game netcode ( using Photon PUN )
- Optimize game memory usage & performance.
- Implement new game modes.

#### **Trash Truck Simulator & Fire Truck Simulator** ( driving simulation )

- Write shared library: Ads, Firebase Analytics
- Sync data with Playfab.
- Bug fixing & optimize game on mobile.

### 2021 - 2023

CTO – The Minders Studio - Hanoi

Join a team of 20+ developers to make “Planet Sandbox”, a blockchain game using Web3 technology.

- Develop the matchmaking algorithm & design server orchestration to roll multiple game servers.
- Write game netcode ( using Photon Fusion )
- Help optimizing the game on all platforms ( WebGL, PC, Mobile )

### 2021 - 2023

Head of Development Team – Joywire - Hanoi

Lead a team of 10 members to produce 10+ hyper casual games.

- Create a shared template for all hyper casual games, including : Ads & Mediation, Analytics, Notifications, Remote Config, etc.
- Help optimizing games.

**2018 - 2020**

Freelance Unity Developer – Maleo – Indonesia ( Remote )

Work as an Unity Developer for the game Bus Simulator Indonesia ( BUSSID )

- Maintain game, fix bugs.
- Develop some features.
- Optimize game performance.
- Rewrite game netcode ( using PUN )

**2017 - 2018**

Unity Developer – Sugame - Hanoi

Work as a mobile game developer on several puzzle titles: match-3, bubble shooters.

**2015 - 2017**

Freelance Unity Developer – Indie developer – Hanoi

Work on several outsourcing projects, and self-promoted games:  
Grinding Quest, Weapon Mastery, Grinding Guild, Grinding League.

**2014 - 2015**

Unity Developer – Jupitech Solution Pte Ltd - Hanoi

Lead a team of 5 developers to work on several mobile games, and a few 3D virtualization applications.

