

# CURRICULUM VITAE

## I- Personal information:

**Full name:** Lý Chấn Qui

**Gender:** Male

**Date of birth:** 29/01/1983

[REDACTED]  
District, HCMC

[REDACTED]

[REDACTED]

[REDACTED]

**My Portfolio:** [Please click on this link](#)

[REDACTED]

**Interest:** Video Game, Technology, Computer, Music, Guitar, Photography, Manga, Anime & Movie.



## II- Objectives:

Become an expert Game Designer who can create a good game product to bring fun for the audients as well as profit for my company.

## III- Education background:

- + 2006 - 2007: Training MCSA Certification at CISNET Center
- + 2007 - 2011: Well-trained at Social Science and Humanity College in the major of English.
- + 2011 - 2012: Well-trained at Game Creation Designing Class at Gameloft.
- + 2011 - 2013: Learning Graphic design at Polygon center of Fine Art University.

## IV- Skills:

- Management skill:
  - Project Management
  - Project Planning
  - Problem Solving
  - Communication
  - Leadership
- Game Design
  - Level design
  - Core loop
  - Game mechanics
  - Game play
  - Balancing
  - Multiplayer
  - UI/UX Wireframe
  - Game economy
- Fluently in English
- Work well with Scrum, Jira, Photoshop, Adobe Illustrator, Balsamig Mockups and Microsoft Offices (Word, Excel and Power point).
- Ability to manage the work and ensure the work processing.
- Ability to analyze and estimate product timeline.
- Independence researching and studying skills.
- Search and analyze needed information.

## **V- Working experience:**

- 2007 – 2008 (1 year): Working at Gameloft as a Game Tester:
  - Checking game and documents to get through with the gameplay and rules.
  - Testing game to find out all bugs.

- Following the added bugs on bug-base to make sure that all bugs are fixed.
- 2009-2011 (3 years): Working at Gameloft as a Game Designer:
  - Checking master game design document to understand the core game play, level design, features of the game.
  - Checking master data to know how many resources game got.
  - Making porting design document for low model and high model phones (base on Resolution, memory size, CPU speed then decide to add or drop features and data).
  - Redesign game control for Touch phone or key phones.
  - Resolve memory problem on mobile phone for game.
  - Resolve performance problem to improve FPS.
- 2012 – 2013 (1.5 year): working at Mobile Entertainment (MeCorp) as a Senior Game Designer:
  - Analyzing game market to see what kind of game are on the top.
  - Analyzing competitors in market to optimize & improve for our game (Iwin).
  - Making game pitch.
  - Making game design details document.
  - Balancing game.
  - Adding new features for game.
- 2013 – 2014 (1.5 year) : working at Glass Egg as a Senior Game Designer:
  - Working with Producer to receive requirement for design.
  - Making game pitch.
  - Making game design details document.
  - Making level design.
  - Balancing game.
- 2014 – 2015(1.5 year) : working at GenerGame as a Project Manager & Lead Game Designer:
  - Making game pitch.

- Making game designer document (UI Mockup, Coregame Loop, Gameplay, Logic, Monetization, Balance, Level Design, Story)
- Planning resource & timeline for product (Artist, Front Developer & QA)
- Making Roadmap & Breakdown task
- Manage the team to reach the target
- 2015 – 2017 (1.5 year) : working at Asia Innovations as a Project Manager & Lead Game Designer:
  - Making game pitch.
  - Making game designer document (UI Mockup, Coregame Loop, Gameplay, Logic, Monetization, Balance, Level Design, Story)
  - Planning resource & timeline for product (Artist, Front Developer, Back End & QA)
  - Making Roadmap & Breakdown task
  - Manage the team to reach the target
- 2017 – present (>5 year) : working at NHN Entertainment as a Game Team Lead
  - Working with Client to receive requirements for design
  - Planning resource & timeline for product (Artist, Front Developer, Back End & QA)
  - Making Roadmap & Breakdown task
  - Manage the team to reach the target
  - Analyzing competitors' games to see the interested functions can be reused & can be improve
  - Making game design details document. (UI Mockup, Coregame Loop, Gameplay, Logic, Monetization, Balance, Level Design, Story)
  - Monitoring game traffics
- Experience in working with Unity, Coco2dx, Java, HTML5, Android and IOS.
- Knowledge much about many type of games (include Casual, Tower Defense, RGP, Strategy, Action, Simulation, Puzzle, Gambling, Social, etc.)
- Knowledge about Programming language C#, Unity 3D, Game Maker Studio 2.

## **VI- Projects have been done:**

Holmes, Ninja 2, Mecha, Bubble Buster, Dungeon Hunter, Splinter Cell.

- **Creation:** Brothers in Arms Global Front Premium (IOS), Iwin (java, IOS, Android). Caf'N Animals (Android), Lucky Gee Gee (IOS & Android), Bubble Dragon 1 & 2 (Android & IOS), Treasure Rush (Android & IOS), Rise of Zombie (Android & IOS), Ogame (CoTuong, Xito, Holla, Tien Len & Mau Binh).

## **VII- Further information:**

- Able to work independently as well as in team.
- Quickly adaptable to new environment
- High responsibility.
- Work under high pressure.
- Good ability to observe specific work to extract valuable things.

## **VIII- Latest games have done:**

### **1- Bubble Dragon 1 & 2**

<https://itunes.apple.com/vn/app/bubble-dragon-shooter/id944972461?mt=8>

<https://itunes.apple.com/vn/app/bubble-dragon-shooter-2/id1049607445?mt=8>

### **2- Rise of Zombie**

### **3- Card games**

<https://play.google.com/store/apps/details?id=com.Wooriline.Bixa>

<https://play.google.com/store/apps/details?id=com.Wooriline.Samco>

<https://play.google.com/store/apps/details?id=com.Wooriline.Tienlen>

<https://play.google.com/store/apps/details?id=com.Wooriline.Holla>