Huu Hai Dao

Unity Game Developer

👤 INTRODUCTION

Hello,

I'm Hai Dao, my english name is Ray, a Unity Game Developer with over 3 years of in-depth experience in C# programming on the Unity platform. Previously, I had over 1 year of experience in web development, which helped me build a solid foundation in programming thinking and software development. This combination allows me to have a more comprehensive view of game and interactive application development.

I have participated in and contributed to more than 5 diverse game projects, ranging from casual to hyper-casual on mobile platforms, while applying modern software development principles such as OOP, SOLID, and common design patterns.

I am currently looking for new opportunities to expand my expertise, tackle challenging projects, and contribute to a dynamic team. With my diverse background and deep understanding of Unity and modern game development technologies, I am confident in creating engaging and creative game experiences.

If you're searching for a Unity Developer with diverse skills to join your team, feel free to reach out to me. Looking forward to connecting!

Have a great day!

🎓 EDUCATION

Web Developer Engineer, FPT Polytechnic, Ho Chi Minh City

2018 — 2020

- Graduated in 2021 with good standing
- Actively participated in extracurricular activities and school-led initiatives
- Engaged in various programming clubs, collaborating with peers to improve coding skills and stay updated with the latest technologies

Result and Rating: Graduated with Good, GPA 7.9

3D Modeling, MAAC Academy

Completed 3D course

Details

Ho Chi Minh City
Vietnam
0387712252
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Links

LinkedIn
Github
Gitlab
Threads

Skills

C#

Unity

JavaScript

HTML & CSS

Git

SVN

Python

Blender

💼 WORK EXPRRIENCE

Unity Game Developer at YOUNG BUFFALO STUDIO, Ho Chi Minh City

April 2024 — October 2024

- **Developed and maintained** casual, rogue-like games using Unity
- **Optimized game performance**, achieving stable 60 FPS on diverse mobile devices
- **Programmed logic, UI**, built comprehensive code structure
- **Mentored fresher developers** on best practices in mobile game development
- **Collaborated closely** with Artists, Game Designers, and Testers to complete games to the highest standard
- **Developed new games** according to market trends

Projects at YOUNG BUFFALO STUDIO:

Joker's Gambit (4 Months)

- **Position:** Middle Unity Game Developer
- **Skills:** Unity, C#
- **Plugins:** Odin, Feel, Save System,...
- **Main role:** Building base code and all features
- **Overview:** Joker's Gambit is a casual, roguelike game where poker cards combined with joker cards create infinite points to defeat other targets and pass levels. This was the first project where I built the base code, constructed a complete and comprehensive structure, and dealt with the most complexity.
- **Techniques:** OOP, SOLID, KISS, Singleton Pattern, Factory Pattern, Observer Pattern, etc.
- **Team size:** 1 Unity Developer, 1 Game Designer, 1 Artist
- **Project link:**
  https://play.google.com/store/apps/details?id=com.youngbuffalostudio.jokergambit

Fresher and Junior Unity Game Developer at IMBA, Ho Chi Minh City

August 2021 — April 2024

- **Developed and maintained** 4+ casual, hyper-casual, and mid-core games using Unity
- **Optimized game performance**, achieving stable 60 FPS on diverse mobile devices, minimizing crashes on low-end devices
- **Programmed logic, UI**, etc.
- **Mentored fresher developers** on best practices in mobile game development
- **Collaborated closely** with Artists, Game Designers, and Testers to complete games to the highest standard
- **Developed new games** according to market trends

Projects at IMBA:

MeowFarm (5 Months, 2023)

- **Position:** Middle Unity Game Developer
- **Skills:** Unity, C#
- **Main role:** Programming Tutorial system, Story, IAP, Ads, Optimization, Reskin, etc.

- **Overview:** The project, internationally known as MeowFarm Kawaii, is a farming, hyper-casual game. My main task was to reskin an existing casual game project and develop additional features and change some mechanics to turn it into a hyper-casual game suitable for the market at that time.
- **Techniques:** MVC model, Generic Singleton, Observer Pattern, etc.
- **Team size:** 2 Developers, 1 Artist, 1 Game Designer, 1 Tester, 1 3D Artist
- **Project link:** https://play.google.com/store/apps/details?id=co.imba.kawaii.farm3d

Hero Survival (1 Month, 2022)

- **Position:** Junior Unity Game Developer
- **Skills:** Unity, C# (Pure MVP model)
- **Role:** Programming UI and logic for Skill system, Ranking, Tutorial
- **Overview:** The project, known as Hero Survival in English, is a bullet hell, survival game similar to Survival.io. My role was mainly working on features outside the UI such as the Spell upgrade system, Tutorial, and Ranking.
- **Team size:** 4 Unity Developers, 2 Game Designers, 2 Testers, 1 2D Artist, 1 Technical Artist
- **Project link:** https://play.google.com/store/apps/details?id=co.imba.hero.survivors.premiuma

Overload - Racing Shooter (2 Months, 2022)

- **Position:** Junior Unity Game Developer
- **Skills:** Unity, C#
- **Role:** UI programming, researching new control systems, game optimization
- **Overview:** Overload is a racing and battle game that had been completed previously. My goal in this project was to upgrade some features to fit the current meta.
- **Team size:** 2 Unity Developers, 1 Game Designer, 1 Tester, 1 2D Artist, 1 Technical Artist
- **Project link:** https://play.google.com/store/apps/details?id=co.imba.overload

OverLeague (2021-2022)

- **Position:** Unity Game Developer
- **Skills:** Unity, C#, JavaScript, etc.
- **Plugins:** I2 Localize, Playfab, Addressable, Spatial Metaverse
- **Role:** UI programming, basic database programming, user inventory data storage, Playfab ranking, building, collaboration with 3D artists for mobile game optimization
- **Overview:** OverLeague is a racing, multiplayer game where players compete to earn points convertible to NFTs. This was my first project in the game industry, where I learned and applied basic skills.
- **Team size:** 4 Unity Developers, 1 Backend, 2 Game Designers, 3 Testers, 2 2D Artists, 2 3D Artists, 1 Technical Artist
- **Website:** https://overleague.io/

- **Project link:**
  https://play.google.com/store/apps/details?id=co.imba.overleague.metaverse

Junior Front-end Developer at 3F Solutions (Google Partner), Ho Chi Minh City

January 2019 — January 2020

- **Position:** Junior Front-end Developer
- **Skills:** HTML, CSS, JavaScript
- **Main role:**Converting PSD and XD designs into fully responsive and pixel-perfect websites
  Integrating and managing RESTful APIs to enhance website functionality
  Building and optimizing traffic-driven websites for clients, helping them increase user engagement and conversions
- **Key projects:**
  Developed and maintained various community-based websites, focusing on reading platforms, self-learning tools, and traffic analytics:https://truyene.com/
  https://fff.com.vn/
  https://hutkhach.com/
  https://webrank.vn/
- **Team size:** 5 Front-end Developers, 2 Back-end Developers, 2 Designers, 1 Project Manager

Fresher Front-end at RunTime VN, Ho Chi Minh City

August 2018 — December 2018

- **Position:** Fresher Front-end Developer
- **Skills:** HTML, CSS, JavaScript
- **Main role:** Converted PSD and XD designs into fully responsive, pixel-perfect websites, Gathered and implemented client feedback to refine and improve website design and functionalityDeployed HTML/CSS projects onto the WordPress platform, ensuring seamless integration and performance.

★ TECHNICAL SKILLS

Development Principles:

- Object-Oriented Programming (OOP): Proficient application in game design
- Design Patterns: Singleton, Observer, Factory, State
- SOLID Principles: Creating maintainable and extensible code
- Clean Code: Writing readable and maintainable code

Game Development:

- Algorithms and data structures for game development
- Rapid prototyping, simple and addictive game mechanics
- UI/UX programming from UI Artist designs
- Monetization: Ad integration, in-app purchases
- Analytics: Implementation and analysis of player data
- Android platform optimization
- Performance optimization for diverse devices

- Addressables, Bake lighting, Occlusion Culling
- Appropriate texture adjustment for platform requirements

Game Engine:

- Unity (3+ years), proficient with versions from 2018 to 2022
- Unity 6 (currently exploring with personal projects)
- Experience with various Unity Asset Store packages: Feel, Topdown Engine, I2 Localize, Save System (Bayat), UHFPS, and many others

Version Control:

- Git: Repository management, branching, and merging
- Git flow for game development process
- GitHub and GitLab for collaborative development
- Conflict management and code review through pull requests
- Unity integration through .gitignore and Unity Smart Merge

★ INTERESTS

Esports: Following Esports tournaments and keeping up with new trends

Indie Game Development: Researching and developing indie games (deck building and horror games)

Games: Playing and exploring new games

Music: Listening to various music genres for relaxation and inspiration

Technical Learning: Continuously improving coding skills through tutorial videos and self-learning

Market Research: Interested in game market trends