

# VÕ BÁ HOÀNG ANH

Unity Developer

## PERSONAL INFORMATION

- 21/07/2005
- <https://github.com/HoangAnh217>
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## OBJECTIVE

I am looking forward to a challenging work environment. It is a motivation and an opportunity for me to improve my professional knowledge and become a good developer. I am also a willing learner, If I don't have specific skill, I will be ready to learn it that can work.

## LANGUAGES

English (B1)  
Japanese (N3)  
Vietnamese (Native)

## EDUCATION

**Major: Information Technology** 10/2023 - Now

**University: University of Information Technology (UIT)**

Expected Graduation: 2026

## WORK EXPERIENCE

**Athena Studio Bootcamp**

3/2025 - 7/2025

### Game developer

- Gained hands-on experience in **OOP architecture** and **clean code** practices to build scalable systems. Furthermore, developed strong collaboration and project management skills through **Agile (Scrum)** workflows and teamwork-driven development.

## PROJECTS

**PetDefen**

10/2025 - 2/2026

### Moonbit Project (Main Dev)

- **PetDefen** is a vibrant **Hyper-casual Tower Defense** game where players collect, evolve, and strategically deploy adorable pets to protect their base.
- Link demo : <https://youtube.com/shorts/NmgfgOL7EZI?feature=share>
- Responsibility:
  - **Architecture:** Developed the game using MVC and SOLID principles as the core framework to ensure a clean, decoupled, and scalable system.
  - **Third-party Integration:** Implemented **Firebase**, **IAP**, and **Ads** (AppLovin MAX)
  - **Core Gameplay:** Programmed the pet collection system, evolution logic, and tower defense combat mechanics.
- Technologies: C#, Unity Profiler
- Note: The game is currently in the closed testing phase for uploading to Google Play Store (CH Play).

### BeverageKingdom

#### Team Project

- **BeverageKingdom** is a defense game featuring direct character control, summer-themed visuals, and a dynamic combo system with 15 handcrafted levels.
- Linkgame: <https://github.com/Kieeran/BeverageKingdom>

### Tower Defense 3D

#### Personal Project

GamePlay: <https://youtu.be/TUZUcF7z44s>

Source: <https://github.com/HoangAnh217/3DGame>

Game: <https://hoanganh217.itch.io/towerdefense>

Explored 3D game development with focus on optimization, shader usage, and performance for 3D graphics

### Space shooter

#### Personal Project

GamePlay: <https://youtu.be/kQOiMKofgqU>  
Game: <https://hoanganh217.itch.io/spaceshooter>  
Source: <https://github.com/HoangAnh217/PlaneWar>  
Practiced OOP principles and implemented basic game design patterns to build a complete 2D shooting game.

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