

VU HUY TRUONG

Game Developer

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Ho Chi Minh



SUMMARY

Enthusiastic Unity Developer with a strong background in game development and a passion for creating engaging experiences. Proficient in Unity and various programming languages, adept at collaborating with teams to optimize performance and streamline processes. Experienced in adapting games for different platforms and integrating third-party solutions. Seeking an opportunity to contribute to a dynamic team and help achieve mission-driven goals through innovative game development.

EDUCATION

2015 - 2018

- Software Programming
LY TU TRONG COLLEGE

SKILLS

Language

C# Modern C++ Java Batch Script Groovy

Engine

Unity In-House Engine

Principle

DRY KISS YAGNI SOLID DESIGN PATTERN OOP

Others

GIT SVN Jenkins Steam Android/WebGL Photon Mirror Networking WebSocket

EXPERIENCE

2022 - Present

Ho Chi Minh

- Unity Developer
Indi Games Inc

- Collaborated with artist team and planner to develop hyper-casual game projects
- Expand gameplay and port existing projects from Mobile and PC to WebGL
- Use principles to design and implement a scalable and maintainable codebase.
- Created sophisticated gameplay mechanics for a mid-core RPG, including shop system, and checkpoint system, and customized the tiled map plugin to support planners in designing map
- Developed a Unity Editor tool facilitating data importation into the game, streamlining level design, managing game data, and aiding in testing and debugging processes
- Maintain and improve game performance
- Assistant co-worker to improve performance and debugging

EXPERIENCE

2018 - 2022

Ho Chi Minh

Game Developer

Gameloft Vietnam

- Upgrade and manage the functionality, performance, and features of the Ads, Redeem and CRM modules, ensuring seamless integration, optimizing user experience, and maintaining compatibility with evolving platform requirements.
- Adapt the game for distribution on the Amazon and Steam stores, expanding its reach to a broader audience.
- Collaborated with Facebook's developer to deliver games to Facebook Streaming (Facebook Cloud)
- Research and integrate third-party solutions into the project, including CefSharp, Steam SDK, and Steam services such as Achievements, Cloud Save, and In-App Purchases (IAP), alongside Facebook Cloud SDK and Amazon services.
- Maintain CI/CD pipelines on Jenkins to automatically build the project for multiple platforms.
- Collaborated with Game Designer to make a prototype game by Unity engine each quarter
- Guide the new member technically, clarifying roles, navigating challenges, and fostering growth through clear objectives

LANGUAGES

English
Advanced



AWARDS



**Consolation Prize for the
Student Information
Technology Olympiad in
Vietnam 2017**

TRAINING / COURSES

Unity Mobile Development

Organized by Gameloft and Unity

English Programs for working adults

Organized by Gameloft and Acela
Viet Nam

PASSIONS



Soccer



Play Games



Table Tennis