

Objective

Improve skills and knowledge of technology and game industry to become a successful game developer.



Education

LY TU TRONG COLLEGE

OCT 2015 - JUNE 2018

Major: Software Programming

GPA: 2.79/4



Work Experience

INDIGAMES INC

JULY 2022 - NOW

Unity Developer

- + Collaborated with artist team and planner to develop hyper casual, mid-core game on Android and WebGL
- + Created Unity Editor tool: Importing data into the game. Level Design, Manager game data, testing, and debugging...
- + Support co-worker to improve performance and debugging.
- + Maintain and improve game performance

GAMELOFT

SEPT 2018 - JUNE 2022

C++ Game Programmer

- + Upgrade/Maintain Ads and CRM modules
- + Porting game to Amazon store, Steam store
- + Working with Facebook's developer to deliver games to Facebook Streaming (Facebook Cloud)
- + Maintain and handle Jenkins to do CI/CD
- + Training new member
- + Collaborated with Game Designer to make a prototype game by Unity engine each quarter

MIRABO JSC

MAR 2021 - APR 2021

Unity Developer (Freelancer)

I worked with a manager from Japan, received tasks and did tasks that he requested.



Certifications

PHOTOSHOP Basic and Advanced

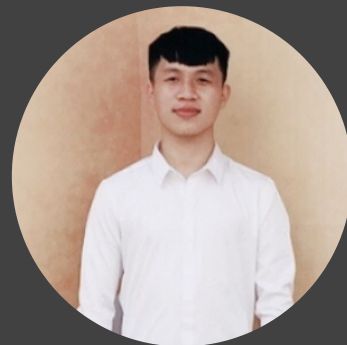
2016



Honors & Awards

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

2017



DEC 22, 1997



Male



0335112009



vuhuytruong1996@gmail.com



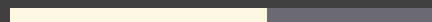
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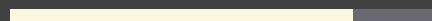
fb.com/huytruong19x

SKILLS

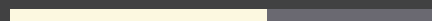
English



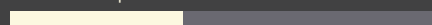
C#



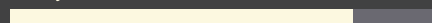
C/C++



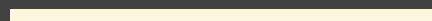
Photoshop



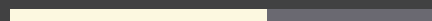
Unity



SVN



Git/GitHub



INTERESTS

- Soccer
- Game Development
- Play Games