

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

- + Maintain Ads and CRM task
- + Porting game to Amazon store, Steam store
- + Working with Facebook Streaming (Facebook Cloud)

My core activities include :

- Do everything relate to Ads and CRM such as : Upgrade, solve the problem and implement feature relate to them
- Make our game adapt to new store : Amazon store, Facebook Streaming, Steam store

Regarding Amazon store and Steam store:

- Modify the code adapt to the store, implement their specific features

Regarding Facebook Streaming :

- Working with new technology, implement and coordinate with Facebook's Dev team to deploy our game on their new platform.

MIRABO JSC

MAR 2021 - APR 2021

Unity Developer (Freelancer)

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



DEC 22, 1997



Male



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vuhuytruong1996@gmail.com



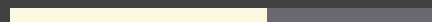
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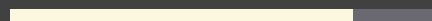
fb.com/huytruong19x

SKILLS

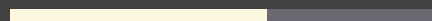
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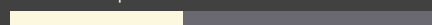
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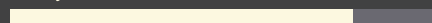
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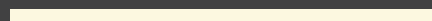
Photoshop



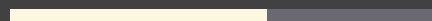
Unity



SVN



Git/GitHub



INTERESTS

- Soccer
- Game Development
- Play Games

CRYPTO QUEST

Indigames Inc

Platform : WebGL

Engine : Unity

Type : Mid-Core - NFT Game

- Gameplay : Use a team include NFT character to explore the world and slay monsters to receive rewards

- Responsibility:

+ Build shop system

+ CheckPoint system

+ Custom Tiled plugin to auto place NPC/Checkpoint and Shop in Unity

LIVE BREEDER

Indigames Inc

Platform : WebGL

Engine : Unity

Type : Mid-Core - Live-Game

- Gameplay :

+ Breed, Feed and Train monster and bring them to PVE or PVP battle.

+ It's turn-based game like Pokemon

- Responsibility:

+ Build battle logic

+ Handle battle scene including UI/Animation/Effect

+ Handle room in PVP by using photon

+ Interaction between viewer and streamer (heal HP or trigger random skill by viewer to support streamer do PVE)

+ Distribute events from websocket using pub/sub system

VEGETABLE PUZZLE

Indigames Inc

Platform : WebGL

Engine : Unity

Type : Hyper Casual Game

- Gameplay : Try to fill the basket by fruits and vegetables shaped like the Tetris game

- Link : <https://kantan.game/lightgame/game/513>

- Tech :

+ Spine

+ Dotween

+ Javascript plugin

BIG ESCAPE

Indigames Inc

Platform : Android/WebGL

Engine : Unity

Type : Hyper Casual Game

- Gameplay : User will try to escape and shoot the big monster that running after them

- Link : <https://kantan.game/lightgame/game/514>

- Tech :
- + Path creator plugin
- + Particle
- + Dotween
- + Applovin SDK
- + Max SDK (Applovin)
- + Javascript plugin

LINE 98 AR

Personal

Platform : Android

Engine : Unity

Type : Casual Game

Link : <https://github.com/HuyTruong19x/Lines>

- Using AR Foundation
- Detect the plane and paint the game in the real world and playable on it

MEW DUNGEON OF WONDERS

Game Jam Project

Platform : Window

Engine : Unity

Type : Casual Game

Link : <https://pixitales.itch.io/mew-dungeon-of-wonders>

- Working with 2 guys from USA and Germany to complete for game jam on itch.io and reach #2 (<https://itch.io/jam/gamesplusjam3/rate/574539>)



Certifications

PHOTOSHOP Basic and Advanced

2016



Honors & Awards

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

2017