



Vu Thanh Long

Unity Developer

As a Unity Developer with diverse experience in outsourcing projects, I am looking forward to developing my career in a creative and challenging environment. I aim to contribute to high-quality cross-platform games and applications while continuously learning to improve my skills.

INFORMATION

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EDUCATION

Computer Science
Thang long University
2018 - 2025

MORE INFORMATION

- Eager to learn, creative, always updated with new technology
- High sense of responsibility, suitable for startup environment
- Dynamic, proactive in work and supporting teammates

WORK EXPERIENCE

● (06/2022 - 07/2024)

Mirabo Global

UNITY DEVELOPER

- Develop required functions using Unity and C#.
- Work with VR technology, GIT, game logic processing.
- Participate in cross-platform synchronization projects, optimize performance.
- Projects successfully deployed in Japan.

● (07/2024 - nay)

Motion Game

Unity Developer

- Game design according to customer requirements.
- Gameplay scenario, difficulty, UI/UX.
- Simple 3D modeling, technical troubleshooting.
- AR game projects deployed in South Korea and Vietnam.

SKILL

Programming language

C/C++, C#, JavaScript, PHP, SQL, HTML, Python

Frameworks and libraries

Mirror, Colyseus, UniRX, REST API, Oculus SDK, Basic Bootstrap, DOTween, LeanTween, Cinemachine, Master Server Framework, Dissonance For Mirror Networking, Mesh Deformation Ful Colection, Online Maps V3, Mapbox, Vuplex 3D Webview, PDF Renderer, Mediapipe, Nuitrack SDK, Practicle system.

Development tools

Unity Engine, GitHub, GitLab, SourceTree, Rider, IntelliJ, Visual Studio Code, Visual Studio, Blender.

Soft skills

- Teamwork.
- Research, self-study.
- Troubleshooting.

Platform

Mobile, VR, Standalone Programming, WebGL.

Language

Able to work effectively with written documents in English.

PROJECT

06/2022 - 09/2022

VR Interior Arrangement

Unity Developer

Number of participants: 3 people.

Technologies used: Colyseus, VR, webRTC.

Work undertaken: logic, ui/ux for placement, furniture drag and drop and synchronization.

Project description: Using VR technology to display 3D models of houses and interiors. Built for WebGL and Oculus. Using Colyseus for synchronization between platforms, using webrtc for video calls. Can be created and updated with data (scenarios, images, etc.) defined in a non-programming way.

09/2022 - 12/2022

NFT Image Display Project

Unity developer

Number of participants: 3 people.

Technology used: Mirror, VR, HTML callback.

Tasks: Display images and information from json file to the application, synchronize via mirror, change avatar, use HTML callback with app/web to open a web window to the information link about that NFT, connect to the e-wallet.

Project description: Use VR technology to build 3D models of NFT Images and wine bars. Built for WebGL and Occulus.

12/2022 - 03/2023

VR Machine Installation Training

Unity Developer

Number of participants: 3 people

Technology used: Mirror, VR.

Job responsibilities: logic drawing on 3D machines, synchronization by mirror, processing separate functions for the host to manage the operation steps and the client to follow each step.

Project description: Multiplayer VR application for professional training, pre-installing machines and disassembling them step by step. Using mirror to synchronize to meet 5 participants.

03/2023 - 03/2024

Bicycle racing

Unity Developer

Number of participants: 10 people

Technology used: colyseus, onlinemapv3, login with fb/gg.

Job responsibilities: edit ui/ux, logic of synchronization functions via colyseus, edit height and speed of the vehicle according to terrain, create mini map using onlineMapV3 and google satellite maps, login function using Facebook, Google,...

Project description: Simulate bicycle racing in a real environment. Use a home bicycle connected to Android, Ios, Window, Mac devices via bluetooth to control the speed of the vehicle, combined with the space in the game is 360 video. Can synchronize and voice call with 20 people.

03/2024 - 07/2024

VR applications for rehabilitation

Unity Developer

Number of participants: 8 people.

Technology used: VR, AR, openCV.

Tasks: logic to check movements, ui/ux VR, human body movements in VR, Design data models for applications, Research on body tracking & Implement these features, Develop VR mode for hand rehabilitation.

Project description: Application to help patients practice rehabilitation exercises in virtual space. Use openCV to recognize exercise movements in real time and compare with sample exercises to give results or use meta quest glasses and controller with hand exercises.

07/2024 - 08/2024

Visit VR Dinosaurs

Unity developer

Number of participants: 1 person

Technology used: VR.

Project description: Application for players to participate in a virtual museum about dinosaurs.

08/2024 - 10/2024

Touch game

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Number of participants: 1 person

Technology used: Practice system, dotween, AR.

Job responsibilities: Search UI/UX, create mini games according to customer requirements, through the application, open old mini games and give opinions and solutions to customers.

Project description: An application that includes mini games related to subjects (calculation, writing, foreign languages, ...) and reflexes for children on PC.

10/2024 - 12/2024

Motion game

Unity developer

Number of participants: 1 person

Technology used: Nuitrack SDK.

Job responsibilities: Use NuitrackSDK to help players interact with objects in the game through images received from the depth camera. Create scenarios for each level. Propose feasible ideas and data in the game to customers.

Project description: Use AR technology to allow players to interact with objects in the game using their own images or control characters in the game.

List of games: Temple run, Rope walk, Dance to music, Wall walker, Fruit slash, Block picker, Puzzle, Swimming, Skiing, Pin ball, Avoid obstacles,...

12/2024 - 09/2025

Introducing the location

UNITY DEVELOPER

Number of participants: 1 person

Technology used: Navigation.

Job responsibilities: Build a simple 3D model for a tourist destination, program movement features for characters, search and navigation features in tourist attractions, automatic introduction, combine AR directions when on mobile.

Project description: An application to visit places or landmarks that have been pre-installed in the application.

09/2025 - 11/2025

Visit the military museum

UNITY DEVELOPER

Number of participants: 2 people

Job responsibilities: Planning implementation, building 3D models, learning about scanning technology, designing and programming features for visiting and introducing artifacts.