Le Nham Than

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WORK EXPERIENCE

Amanotes   **Dec 2024 - Present**
Game Designer

- Amanotes is the #1 music/rhythm game publisher in the world, with over 3 billion total downloads.
- As Game Designer for the studio main game – Magic Tiles 3, I make Game Design Document (GDD) and detailed update plan with all the assets requirements, work with various departments in the team (Developers, QAs, Artists, Data Analysts) to fine-tune and ensure the best game experience for users.
- I also work with Musician to make songs/beat maps for the game.

TheOne Game Studio   **Dec. 2022 – Dec 2024**
Project Lead – Lead Game Designer

- TheOne is a new startup video game studio that focuses mainly on Casual, Hyper Casual game with 1 outsourcing project-Chibi Clash with an international client (Kuma Games).
- As Project Lead/Game Designer, I make GDD and detailed update plan with all the assets that the game need (coding, UI/UX, visual effects, sound effects); manage the task on ClickUp/Jira closely and make sure that everything is working, up to standard according to client requests. I also handle any communications with the client.
  - **Key Results:** This project, which ran for over 2 years, funded the game studio at the starting phase, and contributed a large percentage of the studio's revenue.
  - The Project: https://chibi.gg/
- As Lead Game Designer, I create, review, revise, improve guideline documents for creating game design documents; interview and mentor new game designers.

Icetea Labs – Desports.gg   **Nov. 2021 - Dec. 2022**
Project Manager – Lead Business Analyst

- Desports.gg is an Esports organizing platform utilizing Blockchain Technology.
- As Project manager/Lead Business Analyst, I create, review and revise all the Requirements of the project and create detailed update plan with all the assets that the platform needs (coding, UI/UX), and manage the task on ClickUp to make sure everything going smoothly, then I present the project progress to the CEO and Project Lead at the end of each sprint.
  - **Key Results:** This is the main platform for the biggest online Player's Unknown Battlegrounds in South East Asia with a prize pool of $35,000
  - The Tournament: https://liquipedia.net/pubg/PUBG_SEA_Invitational/2022

Icetea Labs – Mirai Studio   **Jul. 2021 - Mar. 2022**
Lead Game Designer

- Mirai Studio is the game studio of Icetea Labs, focus on making the NFT project – [Mechmaster](#) and other mobile games.
- As Lead Game Designer, I make GDD to conceptualize, implement, and maintain gameplay systems that revolve around giant robots (Mecha) fighting against each other; create and maintain comprehensive documentation (such as design outlines, diagrams, and visual mockups) that details the triggers, interactions, and subsequent events of specific features or aspects of gameplay.

VALOFE   **Apr. 2020 - Jul. 2021**
Project Manager - Game Designer

- Valofe is a Korean video game company that focus on making and distributing midcore/hardcore mobile and PC games.
- As Project Manager/Game Designer for the project [Fantasy War Tactics R](#), I make yearly detailed update plan, schedule, control, and coordinate tasks for artists, developers, and quality assurances(QA); design game features, storylines, characters, skills, dungeons, level layouts, sales packages; interview and mentor other planners, review their update plans and make adjustments.

Punch Entertainment   **Apr. 2017 - Apr. 2020**
Feature Planner

- Punch Entertainment (Formerly known as DENA. Vietnam) is a Japan-based video game company that focus on making and distributing midcore/hardcore mobile and PC games.
- As feature planner for the project [Sangokushi Royale](#), I make monthly detailed update plans for core features of Sangokushi Royale project adjustments; design game features, characters, skills, level layouts; coordinate with artists, developers, and QAs to ensure the quality of the game.

Soha Games   **Feb. 2015 - Apr. 2017**
Marketing Executive - Game Operator

- Soha Game is one of the biggest video game publisher in Vietnam that focus on making and distributing mobile games.
- As Marketer/Game Operator, I identify strengths of various projects, and creatively produce effective marketing campaigns for them to make sure the games can reach many quality and loyal users; work closely with R&D department to search for potential games to publish.

EDUCATION

Foreign Trade University   **May 2014**
Bachelor Degree
Major: Advance Program – International Economics

CERTIFICATIONS, SKILLS, & INTERESTS

- **Certifications:** TOIEC 935, TOEFL IBT 102, JLPT N3
- **Basic Knowledge:** C, C#, C++, Unity Engine, Git, SQL
- **Skills:** Game Design, Game Operating, Project Management, Strategic Planning
- **Interests**: Video games, esports, football, baseball, basketball