Le Nham Than

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[PORTFOLIO](#)   [LINKEDIN](#)

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 made Game Design Document (GDD) and detailed update plan with all the assets requirements, work with Data Analyst to create A/B test cases, finetune features data.
- I also worked 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 a few outsourcing projects, notably [Chibi Clash](#) with an Canadian client (Kuma Games).
- As Project Lead/Game Designer, I made GDD and detailed update plan with all the assets that the game need (coding, UI/UX, visual effects, sound effects); managed the task on ClickUp/Jira. I also handled 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 managed guideline for creating game design documents; interviewed and mentored 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 sponsored by 500Bros – one of the leading Esports organizations in South East Asia.
- As Project manager/Lead Business Analyst, I created and managed all the Requirements document of the project and detailed update plan with all the required assets.
    - **Key Results:** This was 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.
    - **Key Results:** Designed Mecha generating systems to generate over $3 millions after Mecha Box sale. Designed token events before the game's launch to generate ~$1 million.
- As Lead Game Designer, I made GDD to conceptualize, implement, and maintain gameplay systems that revolve around giant robots (Mecha) fighting against each other; created and maintained comprehensive documentation (such as design outlines, diagrams, and visual mockups) for the game.

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 made yearly detailed update plan, managed tasks for artists, developers, and quality assurances(QA); designed game features, storylines, characters, skills, dungeons, level layouts, sales packages; interviewed and mentored other planners, review their update plans and make adjustments.
    - **Key Results:** Redesigned and balanced characters' stats, skills, items, designed new events just by reusing existing assets to bring weekly revenue from $2,500 to a stable $10,000 after 4 weeks.

DeNA Vietnam   **Apr. 2017 - Apr. 2020**
Feature Planner

- 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 made monthly detailed update plans for core features of Sangokushi Royale project adjustments; designed game features, characters, skills, level layouts; coordinated with artists, developers, and QAs.

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.
- Created marketing campaigns to make sure the games can reach many quality and loyal users; worked 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