



LÊ HOÀNG HUY

Game Developer

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- 11/06/2001
- Male
- <https://github.com/LeHoangHuy1106>

Skills

- Language: C#, typescript, python, java
- Skilled in Unity and Cocos Creator for game development
- Database: SQL server, MySQL, mongodb, Firebase
- Experienced in developing hypercasual games, web games, and app games
- Familiar with performance optimization and debugging techniques
- Experience with game design and user experience (UX) principles
- Able to work effectively in a team, collaborating with testers, game designers, and clients,... and manage project timelines effectively

Objective

Aiming to advance to a middle level in game development, with the goal of executing versatile, multi-functional, and engaging game projects across various genres.

Education

TON DUC THANG UNIVERSITY

2019 - 2023

Software Engineering

GPA : 7.85/10

Work Experience

Unity Developer

2/2023 - 8/2023

OneChain Studio

- Developed various mini-games app on the Unity platform.
- Collaborated with cross-functional teams to ensure the quality of the final product.
- Conducted testing and debugging to resolve game issues.

Notable Projects

- Roll Puzzle:** <https://play.google.com/store/apps/details?id=game.onechain.rollpuzzle>
- Sorting Time:** <https://play.google.com/store/apps/details?id=com.little.left.ds>
- Dog Cat Battle:** <https://play.google.com/store/apps/details?id=com.onechain.pawsandclaws>
- Emoji Guess:** <https://app.saworld.io/game/Emoji-Guess-374003/play>

Cocos Creator Developer

8/2023 - 4/2024

OneChain Studio

- Developing games for the web game platform app.saworld.io using Cocos Creator. Focusing on performance optimization and user experience in game development.
- Building new features and functionalities in accordance with project requirements.
- Collaborating with team members to develop innovative technical solutions.

Notable Projects

- Zombie Hunters:** <https://app.saworld.io/game/Zombie-Hunters-372070/play>
- Dumpling Jumpling:** <https://app.saworld.io/game/Zombie-Hunters-372070/play>
- Magic Orb Quest:** <https://app.saworld.io/game/Magic-Orb-Quest-203553/play>

Freelance Developer

Self-Employed

- Developed customized game web and mobile applications based on client requirements.
- Managed project timelines and delivered high-quality software solutions.
- Communicated with clients to understand project needs and deliver tailored solutions.

Notable Project

- Race Duck (Cocos creator):** <https://lehoanghuy1106.github.io/raceduck-demo/>
- Wave Monsters (Unity):** <https://lehoanghuy1106.github.io/Wave-Monter-Demo/>