Lê Hoàng Huy

Cocos creator Developer

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OBJECTIVE

As a young programmer with a strong passion for game development, I aspire to participate in real-world game projects across various genres. My goal is to apply the knowledge I have gained and continue to build hands-on experience in order to create engaging, creative, and meaningful games. I am also looking for a company where I can grow professionally and contribute in the long term.

EDUCATION

2019 - 2023

TON DUC THANG university

Software Engineering

GPA : 7.85/10

WORK EXPERIENCE

2/2023 - 8/2023

Unity Developer

OneChain Studio

- Participated in the development of various mini-games on the Unity platform, targeting both mobile and web releases.
- Implemented core gameplay mechanics, UI systems, animations, and level design.
- Performed optimization and debugging to ensure smooth performance across multiple devices.
- Integrated player behavior tracking using tools like Firebase Analytics to support data-driven improvements.

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

8/2023 - 4/2024

Cocos Creator Developer

OneChain Studio

- Developed multiple web-based games on the app.saworld.io platform using Cocos Creator (TypeScript), focusing on performance optimization and delivering smooth user experience.
- Built core gameplay systems, scene transitions, UI interfaces, animations, and reusable components based on project requirements.

- Optimized game performance in terms of frame rate, memory management, and asset loading.
- Collaborated with backend developers to integrate RESTful APIs, including leaderboard, user login, game progress saving, and multiplayer functionalities.
- Took ownership of assigned features and tasks, delivering them independently while also actively collaborating with game designers, artists, and testers.
- Maintained clean, modular code and used Git for version control across team projects.

Notable Projects
- *Dumpling Jumpling:* https://byvn.net/kGkJ
- *Zombie Hunter:* https://byvn.net/hAnQ
- *Golden Thief:* https://byvn.net/XoVE

4/2024 - now	**Freelance Developer**

Self-Employed

- Worked directly with clients to gather requirements, define project scopes, and provide tailored game development solutions using Unity and Cocos Creator.
- Designed and developed both web and mobile games from scratch, focusing on gameplay mechanics, UI, and cross-platform compatibility.
- Communicated effectively with clients throughout the development process, providing updates, demos, and collecting feedback to ensure satisfaction and alignment with project goals.
- Led a small remote team by assigning tasks, tracking progress, and maintaining a clear workflow using tools like Trello or Notion.
- Ensured on-time delivery of high-quality, functional game prototypes and final products.
- Took full ownership of the technical side, including integrating assets, scripting game logic, and handling minor backend or API connections where needed.

Notable Projects
- *Duck Race (Cocos creator):* https://byvn.net/n6lY
- *Racing Lengends 3d (Cocos creator):* https://byvn.net/HQFw
- *Wave Monster (Unity):* https://byvn.net/2o3S
- *Idle Mechanics Manager (Unity):* https://byvn.net/fHVS
- *Capybara Merge (Unity):* https://byvn.net/eVYX

SKILLS

Proficient in using Cocos Creator (TypeScript)and Unity (C#) to develop games for both web and mobile platforms .
Experienced in gameplay mechanics, UI systems, scene management, and performance optimization for both 2D and 3D games
Basic knowledge of ReactJS and Node.js; capable of collaborating with backend developers to integrate APIs, WebSocket, and other related service.
Utilize tools like Git and ChatGPT to support debugging, source code management, and improve productivity.
Solid understanding of Object-Oriented Programming (OOP), data structures & algorithms, and the application of common design patterns in game development.
Familiar with multiplayer systems, resource handling, and ensuring smooth cross-platform performance.
Strong communication skills with the ability to work effectively in teams and also independently, with good self-management and task ownership.
Able to read and write technical English for documentation and team collaboration.

CERTIFICATION

2023	PTIS Advanced Certificate (147/200)