TRAN NGUYEN THUY LINH

GAME DEVELOPER

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Objective

To leverage my skills as a Unity game developer in a dynamic and creative team, contributing to the design and development of engaging and polished gameplay experiences. I aim to grow as a programmer while delivering high-quality code and innovative solutions that enhance the player experience.

Skills & abilities

As a Unity game developer with over 2 years of experience, I specialize in creating engaging 2D and 3D gameplay using C# and Unity. I'm skilled in building clean, modular systems with strong knowledge of object-oriented programming and game architecture patterns like event-driven design and state machines. I've implemented a variety of core gameplay features including battle mechanics, UI systems, AI behaviors, and in-game tools, while also optimizing for mobile and PC platforms. Proficient with Git, DOTween, and Unity's profiling tools, I collaborate well in agile teams and bring a problem-solving mindset to every project.

Experience

ONEUNIVERSE VN

Unity Game developer | January 2023 - June 2025
- Worked on turn-based RPGs, gacha mechanics, UI reskinning, and FPS prototypes
- Experienced in rapid prototyping and feature implementation across multiple projects.

MOLA INTERACTIVE
Game Operative| June 2022 - December 2022

- Player behavior analysis, basic data reporting, and community support.

Education

UNIVERSITY OF TRANSPORT HCMC

Computer Networks and Data Communications
Applied technical knowledge to real-time systems and interactive applications, later transitioning into game development.

GREEN ACADEMY
Game Developer
Self-learned Unity and C# programming during university to pursue game development.
Built small projects to practice gameplay mechanics and UI systems.