



# LE NGUYEN THANH LONG

## Game Developer

### ABOUT ME

I am a **Junior Game Developer** with over 2 years of experience focusing on Idle and RPG games for PC and WebGL platforms.

Skilled in **Unity Engine programming**, I am eager to contribute my expertise to a professional game development team while remaining open to learning and exploring Unreal Engine. Dedicated to delivering quality gaming experiences, I am committed to supporting project success and company growth.

For my detailed experience, please check my [Portfolio](#) or my [Github](#).

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📍 Ho Chi Minh City

### EDUCATION

#### Bachelor of Information Technology

HO CHI MINH CITY UNIVERSITY OF  
TECHNOLOGY - HUTECH 2018 - 2023

Grade: 3.14/4.0

### SKILLS

#### Industry Skills

- Agile Project Management: Scrum Method
- Game Design
- Game Balance
- Game Development
- C#, C++, C, Java.

#### Soft Skills:

- Problem Solving
- Critical Thinking

#### TOOLS:

- Unity Engine
- Unreal Engine
- Blender (Basic)
- Jira/ Trello/ Notion...
- Gits
- Offices

### LANGUAGE

English (Intermediate)

### WORK EXPERIENCE

#### Jan 2022- Present INDIGAMES INC | Ho Chi Minh City Game Development - Junior

##### Relevant technical:

- Build tools for Game Designer
- Build Audio System and Quest System
- Game balance
- Handle database
- Porting game inhouse to GMO
- Design core gameplay and features for products

##### Project:

- [\\*Crypto Quest - Metaverse \(Present\)](#)
- [\\*Kantan Game Box - GMO \(2023\) - 1 | 2 | 3](#)
- [\\*Maching Casino - Baccarat \(2023\) - Ref Video](#)
- [\\*Pino Racing \(2022\)](#)

#### 04/2022 - 07-2022 INDIGAMES INC | Ho Chi Minh City Game Development - Trainee

##### Relevant technical:

- Collaborated with a Game Designer to customize game levels and enhance gameplay.
- Engage in Unity and company game design training courses to enhance knowledge and expertise.

#### 05/2021 - 08/2021 EG TECH GROUP Company Limited | Ho Chi Minh City Game Development - Fresher

##### Relevant technical:

- Server Socket (Java)
- Shooting Fish/ Animal (C#) - Unity

# PERSOPNAL EXPERIENCE

**Jan 2022- Present**  
**Self - Education**

## Unity Developer

### Projects:

- [\\*Audio System](#)
- Quest System
- Tools for Unity

**12/2019 - 07/2022**  
**Self - Education**

## Unity Developer

### Projects:

- Flappy Bird.
- Doggy Movement.
- Save Grandmother.

### Relevant technical:

- The fundamentals of OOP.
- Use available packages and plugins.
- Programmable ability, logical thought.
- Read and comprehend English, basic and advanced

**11/2019 - 01/2022**  
**Team Leader**

## ANDROID APPLICATION (Java)

### Description:

Boom bang

### Relevant technical:

- Character movement with joystick.
- Enemies follow the character.
- Design UX/UI.

### Acquired knowledge:

- Understand Repository Pattern.
- Have knowledge of multi-thread.
- Self-study improvement.
- Design UX/UI.

**09/2021 - 12/2021**  
**Team Leader**

## ANDROID APPLICATION (Java)

### Description:

FFATS quick booking food app

### Relevant technical:

- Data system design and building.
- Dijkstra's algorithm.
- Priority queue.
- Map direction.
- Design of functions and data processing.
- Design UX/UI.

### Acquired knowledge:

- Research and use map data retrieved from OpenStreetMap.
- Understand how to use google map API.
- Understand Dijkstra's algorithm.
- Self-study improvement.
- Design UX/UI.

**03/2021 - 07/2021**  
**Team Leader**

## ANDROID APPLICATION (Java)

### Description:

Fitness Scheduler & Time Management App

### Relevant technical:

- Data system design and building
- Design of functions and data processing.
- Design UX/UI.

### Acquired knowledge:

- Programmable in Java and Android Studio.
- The fundamentals of XML.
- Master the key Android SDK principles.
- Enhance abilities in teamwork
- Self-study improvement.
- Design UX/UI.

**05/2021 - 07/2021**  
**Team Leader**

## WEB APPLICATION (C#)

### Description:

Wedding fruits

### Relevant technical:

- Data system design and building.
- Design UX/UI.

### Acquired knowledge:

- ASP.NET MVC Pattern.
- Self-study improvement.
- Design UX/UI.

**09/2020 - 11/2020**  
**Team Leader**

## ARTIFICIAL INTELLIGENCE

### Description:

Research on Game Theory & Algorithms A\*

### Relevant technical:

- Study Game Theory and A\* Analysis Algorithms.

### Acquired knowledge:

- Understand how to calculate Object's shortest path.

**09/2020 - 11/2020**  
**Team Leader**

## Windows Form Application (C#)

### Description:

Offline car rental & management software.

### Relevant technical:

- Data system design and building.
- Design of functions and data processing.
- Design UX/UI.

### Acquired knowledge:

- The fundamentals of MVC and Entity Framework.
- OOP's foundations.
- Enhance abilities in teamwork
- Self-study improvement.
- Design UX/UI.

## REFEREE

- Kindly inform me regarding this information

## INTERESTS

- Guitar
- Singing
- Research specialized books
- Learn and study software knowledge along with technological development

## CERTIFICATIONS

- 06/2022  
Unity Creative Core
- 04/2022  
Unity Essentials Pathway
- 04/2022  
Unity Junior Programmer
- 01/2021  
Certificate of participation  
in Game Jam 2020