



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...
- Git
- 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