



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

WORK EXPERIENCE

○ Jan 2022- Present

INDIGAMES INC | Ho Chi Minh City

Game Developer

- Experienced in leveraging Unity for various game genres (rpg, idle, runner, and hypercasual.).
- Applied porting and optimization techniques to adapt games for various platforms and improve overall performance.
- Created sophisticated gameplay mechanics for a mid-core RPG, including intricate systems for quests, maps, battles, abilities, loot, and cutscenes.
- Employed SOLID principles and Object-Oriented Programming (OOP) concepts to design and execute a scalable and easily maintainable codebase.
- Engaged in close collaboration with cross-functional teams within an Agile Scrum environment to ensure timely delivery of high-quality game features.
- Established Continuous Integration/Continuous Deployment (CI/CD) pipelines using GitHub Actions, AWS CodePipeline, and Jenkins for streamlined automated builds, tests, and deployments.

○ 05/2021 - 08/2021

EG TECH GROUP Company Limited | Ho Chi Minh City

Game Developer

- Collaborated with the team to create gameplay.
- Searched for and read documentation on Java web sockets.

PROJECTS

Jun 2023 - Feb 2024

Crypto Quest

Main responsibility:

- Incharge for designing and implementing various gameplay systems, including abilities, quests, audio, inventory, dialogue, cheats, inns, settings, timeline, and cutscenes.
- Assisted in the import and conversion of critical data such as equipment, characters, and quests, ensuring compatibility and integrity through rigorous testing.
- Collaboration with the development team to include the design, crypto, and backend teams.
- **Technical stack:** Unity2D, UniRx, Firebase, GAS,...

Jan 2023 - June 2023

Hyper-casual Games

Main responsibility:

- Enhanced and transferred mobile games to WebGL to ensure compatibility across various platforms.
- Upheld and introduced additional functionalities to older games.
- Utilized the addressable asset system to enhance the loading efficiency of game assets.
- **Technical stack:** Unity3D, Unity2D

Jun 2023 - Nov 2023

Mirrativ Mugen Horror Action

Main responsibility:

- Implementing new skills within the framework of an ability system.
- Addressing and resolving any issues related to skills.
- Refactoring the map by segregating enemies within each room, ensuring that only the pertinent map sections are loaded during enemy encounters.
- **Technical stack:** Unity3D.

May 2022 - Sep 2022

Mirrativ Mugen Horror Action

Main responsibility:

- Implementing new skills within the framework of an ability system.
- Addressing and resolving any issues related to skills.
- Refactoring the map by segregating enemies within each room, ensuring that only the pertinent map sections are loaded during enemy encounters.
- **Technical stack:** Unity3D.

Jul 2022 - Nov 2022

Matching Baccarat

Main responsibility:

- Developed a tool editor for question management, leveraging REST API for server synchronization and implementing features like question addition, deletion, gold management, and player rankings.
- Implemented regex to filter YouTube comments, ensuring they align with the game's format.
- Integrated Super Chats from YouTube's API into the in-game chat UI.
- Utilized YouTube's API along with the Finger library to display real-time user comments within the game interface.
- Integrated Dotween to enhance animation smoothness throughout the game.
- **Technical stack:** Unity3D, REST API, Regex, YouTube API, Finger library, Dotween.

May 2022 - Sep 2022

Pino Racing

Main responsibility:

- Utilized PathCreator for map creation and implemented Twitter sharing functionality.
- Customized WebGL builds with WebGLTemplates to meet client requirements.
- Managed item spawning, including the Stick item, with precise fall trajectory calculations.
- **Technical stack:** C#, Unity, PathCreator, WebGLTemplates.

SKILLS

Industry Skills

- Agile Project Management:
Scum 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)

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**