

# DUONG PHUONG GIAO

PLAYABLE DEVELOPER | GAME DEVELOPER

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 [Github](#)  
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**PROFILE SUMMARY** Experienced Unity Developer with a strong track record building high-performance Unity applications, including playable ads and rapid gameplay prototypes. Skilled in 3D systems, performance optimization, and tooling to streamline development workflows. Adept at crafting robust simulation environments, collaborating closely with cross-discipline teams and delivering scalable solutions that balance technical fidelity and runtime performance. Passionate about leveraging Unity to solve complex simulation.

- SKILLS**
- Game Development: Unity, C#, Game & System Design, Rapid Prototyping
  - Playable & Creative: Playable Ad Development, Music & Rhythm Base Gameplay, Creative Iteration & Optimization
  - Tools & workflow: Git, Photoshop, Spine2D, Internal Tool Development

- WORK EXPERIENCE**
- PLAYABLE DEVELOPER – Uplive**  
4/2025 – 1/2026
- Portfolio showcasing selected playable projects and technical demos: [View here](#)
  - Developed high-volume playable ads using Unity & Luna Playworks, averaging ~5 playables per week under tight production timelines.
  - Collaborated closely with artists and creative teams to brainstorm gameplay direction, visual style, and interactive hooks.
  - Integrated provided art assets into playable builds; independently created or adjusted assets using Photoshop and Spine2D when required.
  - Designed and implemented music & rhythm-based gameplay systems, including MIDI-driven timing logic for interactive playables.
  - Tuned gameplay flow, interaction clarity, and feedback to meet creative performance goals.
  - Iterated and refined playables based on internal feedback and creative requirements.
  - Supported additional creative needs such as:
    - Adjusting playable builds for video motion capture
    - Assisting with publishing and build preparation for partner projects when required
  - Built internal tools to accelerate creative production workflows, including:
    - A Unity MIDI Parser Tool for faster rhythm gameplay setup
    - A Prompt Enhancer Tool to improve AI-assisted creative ideation

- PARTNER GAME DEVELOPER – Mopa Games**  
4/2024 – 1/2025
- Project: Goods match – Sort n Ship
  - CH Play: [link](#)

- PERSONAL PROJECTS**
- Citadel Defense – Solo Game Developer**  
01/03/2024 – 10/04/2024
- File apk: [link drive](#)
  - Source code: <https://github.com/MynameisGiao/DropCardGame>
- First-Person Shooting Game – Solo Game Developer**  
22/11/2023 – 23/02/2024
- File apk: [link drive](#)
  - Link game itch.io: <https://mynameisgiao.itch.io/shooting>
  - Source code: [https://github.com/MynameisGiao/FPS\\_Game](https://github.com/MynameisGiao/FPS_Game)

**EDUCATION**

**Ho Chi Minh City Open University**  
2022 – 2026  
Bachelor of Information Technology