

# Trần Hoàng Kiệt

## Game Designer

Enthusiastic Game Designer with 9 months of experience in game mechanics and level design. Skilled in Unity and committed to creating engaging player experiences. Eager to learn and grow within the game industry.



✉ tranhoangkiet1312@gmail.com

☎ 0915411715

📍 Binh Chanh, Ho Chi Minh, Vietnam

📅 13 December, 2003

## EDUCATION

### Bachelor of Software Engineering

University of Economics Ho Chi Minh City

12/2021 - Present

#### Courses

- AR App for Education: [ARDemoVideo - YouTube](#)
- Machine Learning API: [DemoVideoMachineLearningUEH - YouTube](#)

### Certifications

#### Online Courses

##### Courses

- GAIA Academy - Game Design Online Courses
- Code Gym - Game Development with Unity
- Digi Art Academy - 2D Game Artist Online Courses

### Relevant Books/Readings

#### Self-Learning Resources

##### Courses

- *The Art of Game Design* : A Book of Lenses - J. Schell
- Game Design Advanced -M. Sellers

## WORK EXPERIENCE

### Game Designer

Rainbow 5s Co., Ltd

09/2024 - 12/2024

Mobile Game Development Company

#### Achievements/Tasks

- **Provided improvements for various projects that increase rewards ads, revenue and retention metrics:** Bubble Jam, Screw Nuts, Tanks Battle, Stick Battle, Tomb Color, Satis Home, Goods Master, Bomber Classic
- **Designed and developed levels** for multiple projects
- **Conduct A/B testing and analyze metrics** to optimize game balance and enhance player experience
- **Created UI layouts** for game tutorials

### Unity Developer Intern

Mason Games Vietnam

03/2024 - 05/2024

Mobile Game Development Company with base in Malaysia

#### Achievements/Tasks

- **Cloning mechanics** of popular puzzle games like Ropes and Blocks, Thieves Puzzle, Goods Master 3D, ...

### English Tutor

Eduvia Tutor - Educa Corp

## GAME DESIGN SKILLS

Game Mechanics Design for Casual, Puzzle and Hybrid Casual

Levels Design

A/B Testing and Iteration

Data Analysis

Game UI/UX Design

Game Balancing

Artistic Vision

Ads Optimization

World-Building

Monetization & Game Economy

Rivals Research

Player Psychology Understanding

Creative Thinking & Innovation

## PERSONAL PROJECTS

Lunarfall: Pixel Strategy (11/2024 - Present)

- A fusion of RTS ( Real time strategy) and Action
- Sample GDD: [Lunarfall: Pixel Strategy - Google Trang tính](#)

Art Club UI Design (10/2024 - 10/2024)

- Wire frame: [ArtClub\\_UI - Figma](#)
- Prototype: [ArtClub\\_UI - Page 1](#)

Horror Carnival Puzzle (09/2024 - 09/2024)

- Puzzle game inspired by Goods Master
- Demo on Youtube: [HorrorCarnivalPuzzle Demo](#)

Space Conqueror (11/2023 - 11/2023)

- A 3D space shooter with competitive multiplayer and single-player campaign
- Demo on Youtube: [SpaceConqueror Demo Video](#)

## OTHER SKILLS

### Game Development

: Unity Engine, C#, Knowledge of VFX, Git and Fork for version control

### Digital art and Animations

Photoshop, Aseprite, Spine

### Prototyping and Planning Tools

Figma for Wireframe and Prototype, Obsidian, Notion

### Offices Tools

Word, Excel, Powerpoint

## CERTIFICATES

IELTS Academic 7.0 (12/2023 - Present)

Game Jam Certificate of Participation