

# Tran Ngoc Quoc Duy

Ho Chi Minh City, Vietnam

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## SUMMARY

Game developer with 8 years of experience in Unity and Unreal Engine, specializing in genres from casual mobile to multiplayer roguelike games. Skilled in delivering gameplay systems, optimizing performance, and leading development teams. Focused on writing scalable and maintainable code.

## PROFESSIONAL SKILLS

Unity Engine (C# language)	<ul style="list-style-type: none"><li>Mobile Casual game development with focus on engaging player experiences</li><li>VR development for Apple Vision Pro platform</li><li>3rd party plugins integration: Ads, analytics</li><li>Profiling using Unity Profiler</li></ul>
Unreal Engine (C++ language)	<ul style="list-style-type: none"><li>Develop 3D multiplayer rogue-like RPG, AA soul-like games on Mobile &amp; PC</li><li>Apply many Unreal engine techniques to implement wide-ranged features: animation-driven combat system, weapon shooting system, data structure organization</li><li>Performance optimization</li></ul>
Programming Foundation	<ul style="list-style-type: none"><li>SOLID principles application for maintainable codebases</li><li>Common design patterns (Singleton, Observer, Factory, Command, State, Object Pool...)</li><li>Code review and refactoring expertise</li></ul>
Leadership and Collaboration	<ul style="list-style-type: none"><li>Experienced in leading a small team with 3-5 junior members</li><li>Task breakdown and delegation to development team members</li><li>Solution architecture and risk advisory</li><li>Technical interviewing and candidate assessment</li><li>Hiring decisions based on team needs and candidate fit</li><li>Familiar with VCS tools such as Git, Perforce and PR/Code reviewing workflow</li></ul>

## WORKING EXPERIENCE

<b>Apps Cyclone Technology JSC</b> <i>Fresher Unity Developer</i> Develop mobile Hyper-casual games	2017 - 2018
<b>Eyeclik CO. LTD</b> <i>Junior Unity developer</i> Develop interactive games on Obie devices	2018 - 2020
<b>Goodia Inc.</b> <i>Junior Unity Developer</i> Develop mobile hyper-casual games	2020 - 2021
<b>Atherlabs</b> <i>Senior Game Engineer - Gameplay Engineer Lead</i> Develop 3D Multiplayer RPG, hack 'n' slash games. Team leadership, candidates interview	2021 - Now

## EDUCATION

<b>Ho Chi Minh University Of Science</b> <i>Major: Software Engineering</i>	2013 - 2017
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