

TRÌNH XUÂN QUỲ

UNITY DEVELOPER

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EDUCATION

ACADEMY OF CRYPTOGRAPHY TECHNIQUES (KMA - KMP)
Bachelor's degree, Software technology

2021 -2025 (Expected)

SKILLS

- **Language:** OOP C#
- **IDE:** Visual Studio,
- **Engine:** Unity
- **VCS:** Git
- **Git Client:** Fork
- **Tools/Packages:** Navmeshplus, Behaviour Tree, Dotween, Rayfire for Unity, Easy Save 3,...
- **Design Pattern:** Singleton, Object pooling, Observer pattern, State pattern

CERTIFICATIONS

Udemy: Unity 2D Dungeon Gunner Roguelike Development Course

PROJECTS

Graduation Project - Record Store (AR/MR)

March 2025 - Present

Description: An AR app that lets you place a vinyl shop in your real environment. Browse Pop, Rap, and Rock via interactive wall panels (video & text), manipulate virtual records (rotate, zoom, swipe, spatial audio), and select “Bohemian Rhapsody” to open a portal into a Live Aid ’85 concert scene.

Responsibility: Built AR surface detection and placement with ARFoundation. Developed interactive wall panels (video, text) and vinyl gestures (rotate, pinch, swipe). Created a teleporting portal into a Live Aid 1985 simulation. Integrated Supabase for storing metadata, audio, and video

Technologies and Skills: Unity, ARFoundation, Google Cloud Anchors, Supabase (RESTful ES3 storage), MVC, Observe pattern and Singleton patterns, Unity UI

Github: github.com/QuyGDb/GraduationProject

APK: byvn.net/3Qht

Video: Load map: byvn.net/1JR1, Create map: byvn.net/8pGF

Bermudos (2D)

July 2024 - November 2024

Description: Bermudos is my most heartfelt passion project—a solo ARPG where you play Ryu, exploring a legendary island rumored to grant any wish.

Responsibility: Designed core gameplay, storyline, and character actions. Built combat, skill, and AI systems; used Behavior Trees for Enemy & Boss logic. Created the “Bash” long-range parry mechanic inspired by Ori and the Blind Forest. Developed Audio, UI, Inventory, Projectile Motion, and Game State Management systems. Added visual effects with Allin1Shader and TMPEffect...

Technologies and Skills: Unity, Dotween, Navmeshplus, Behaviour Tree, All In 1 Sprite Shader, TMP Effects,...

Github: github.com/QuyGDb/Bermudos

Itch: quygdb.itch.io/bermudos

Video: byvn.net/5Sul

Break The Brick (3D)

January 2025 - March 2025

Description: A 3D mobile game inspired by Break the Sun, blending Idle and Arcade mechanics with both first- and third-person views and realistic object destruction via Rayfire.

Responsibility: Implemented Idle & Arcade gameplay loops and optimized mobile UI/UX. Integrated Rayfire for Unity (Shatter, Rigid, Activator, Bomb) to enable dynamic destruction effects

Technologies and Skills: Unity, Git, Design pattern, Dotween, Rayfire for Unity

Github: github.com/QuyGDb/Break-The-Brick

APK: byvn.net/AIF1

Youtube: byvn.net/GmgE