PHAN MINH HẬU (Rango)

Unreal Engine C++ Game Developer

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PROFILE

Unreal Engine C++ Game Developer with **4+ years of experience using Unreal Engine 4 & 5** and **strong specialization in Gameplay Ability System (GAS)**, multiplayer gameplay, and scalable game architecture.
Experienced in collaborating with artists, debugging complex gameplay systems, and building clean, reusable, data-driven code for both single-player and multiplayer projects.

CORE SKILLS

Languages & Tools

- C++ (Advanced)
- Unreal Engine 5
- Visual Studio, Rider
- Git, Perforce

Gameplay & Systems

- Gameplay Ability System (GAS)
- UMG, CommonUI, MVVM

- Multiplayer (RPC, replication, AWS)
- Attribute systems, leveling, stats, formulas
- Data Assets, Data Tables (data-driven design)
- Collision systems & custom collision channels
- Physics & Chaos system

Architecture & Code Quality

- Event-driven architecture (Delegates / Event Dispatchers)
- MV / Widget Controller / View pattern
- Modular, scalable, reusable code design
- Engine code reading & documentation research
- Strong debugging and problem-solving skills

UI / UX

- C++ ↔ UMG integration
- HUD systems
- Reusable and nested widgets
- Collaboration with artists and designers

PROFESSIONAL EXPERIENCE

Unreal Engine C++ Game Developer

(Team / Project-based work)
~1.5 years

- Designed and implemented gameplay systems and engine modules in Unreal Engine 5
- Worked extensively with **Gameplay Ability System** for attributes, abilities, and progression
- Collaborated with UI/UX artists to integrate functional UI elements
- Participated in debugging and troubleshooting complex gameplay and multiplayer issues
- Designed attribute relationships and formulas for RPG-style systems
- Contributed to multiple small & medium-sized gameplay tasks across the project

PROJECT EXPERIENCE

Aura Project – Top-Down RPG (Single & Multiplayer)

- Implemented **Gameplay Ability System** for abilities, attributes, leveling, and effects
- Designed scalable attribute and formula systems
- Applied event-driven architecture to avoid tight coupling
- Supported both single-player and multiplayer gameplay

Blaster Project – Multiplayer Shooter

- Built replicated gameplay systems using Unreal C++
- Run on Steam platform
- Debugged multiplayer synchronization and gameplay issues

Slash Project – Action Gameplay Prototype

- Implemented core gameplay mechanics using Unreal Engine C++
- Focused on clean architecture and reusable systems

And many other Unreal Engine Gameplay Prototypes

- Developed multiple smaller projects exploring gameplay systems, architecture patterns, and iteration workflows

(Projects developed through structured courses and extended personal iteration)

GAME JAMS & COLLABORATION

- Participated in multiple **game jams** with other developers and students
- Experienced rapid prototyping, teamwork, and time-constrained development

EDUCATION & TRAINING

Unreal Engine & C++ (Self-Study & Professional Courses)

- Unreal Engine 5 C++ – Stephen Ulibarri
- Gameplay Ability System (GAS) – Advanced usage
- Multiplayer Gameplay Programming
- Solid foundation in modern C++ standards

(Courses used as a foundation — primary focus on applied projects and real implementation)

ENGLISH PROFICIENCY

- Reading: Advanced
- Writing: Upper-Intermediate
- Speaking: Upper-Intermediate (comfortable in technical discussions)

CAREER OBJECTIVES

- Join a collaborative game development environment where I can **learn from experienced developers** and **share my Unreal Engine expertise**
- Work in an **English-speaking or international team** to continuously improve communication skills
- Contribute high-quality gameplay systems that help the studio deliver **successful, polished games**