

# Set Thu Han

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Dear Hiring Team,

I hope your day has been going well so far! My name is Set Thu Han and I am a former Unity game developer with 3 years of experience. As a passion driven employee, I know my versatile skills and qualifications will make me a valuable asset to the team.

As you will find on my resume, I have had a variety of experiences with my passionate role in game development, from my time as Unity game developer to senior game developer. Right now, I am looking to make the next step in my career by leveraging my skills and knowledge in game development and gaming industry.

As a prospective employee, I immediately can bring the following qualities to the team:

1. Quick prototypes: When I was a Unity game developer, I was assigned to develop F2P game prototypes based on clients' descriptions within 10 days. In these given days, I had to make required game effects and animations if they are not available on Unity asset store. That's why I had the experiences in not only developing desired game mechanics and gameplays but also making game effects in a given time, and gained trust by the clients as my assigned prototype enlisted on top 10 trending hit list at that time.
2. Themes and concepts: In my recent position as senior game developer, I was involved to develop embedded web games based on raw contents, and I had to make every decision on designs and guidance on themes to a junior graphic designer while controlling qualities of embedded game graphics and its performance, and had to sketch concepts from start to finish, targeting for kids who age around 3 ~ 5. The impacts from this position gave me full multitasking, quick decisions and quality control over performance of the games.

While my resume provides a quick summary of my experiences, I hope to have the opportunity to share how I can bring value to your company's needs. Thank you for your time, I look forward to hearing from you.

Sincerely,  
Set

# Set Thu Han

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## WORK EXPERIENCES

### **DKMads Co., Ltd (Digital Advertising)**

#### **Senior Game Developer**

*Feb 2023 – April 2024*

- Developed educational, casual, and turn-based optimized In-App Web games using Unity WebGL and utilized Flutter Web-View content.
- Worked closely with graphic designer to create game concept's and UI/UX designs from initial to final state, especially for kids who age around 3 ~ 5.
- Developed whole multiplayer Unity WebGL game using Socket.io in NodeJs by integrating back and forth to main application to invite or challenge in-app and in-game active users.

### **Myanmar51 Studio (Animations & CG Co., Ltd)**

#### **Unity Game Developer & QC**

*Nov 2020 – Nov 2022*

- Replaced Unity Ads SDK with another one called LionSDK by Applovin and upgraded old SDK with new updated one, and fixed bugs throughout upgrading process.
- Made quick game prototypes within 10 days per one prototype with quality does matter.
- Guided interns and new juniors how to get the qualities, effects by using Unity Shaders, and post-process the game what the clients want.
- Published two or more in-house F2P games to PlayStore and AppStore, integrated with AppLovin monetizing SDK.
- Involved in adding new features such as bingo systems, localizations, UI effects, and random gift systems for Tiny Park (Sanrio Characters' 10 mini games) and fixing bugs of other developers'.
- Made closest AAA quality rendered videos from initial to final state based on clients' scripts by utilizing full potentials of Unity HDRP with timelines and sequences.
- Researched and made custom Unity Shaders and VFX effects based on requirements.

## RESEARCH PROJECTS

- Stylized Custom Color-Ripple-Dissolve effects by utilizing Unity ShaderGraph
- Stylized Custom Anime Water effect by utilizing Unity ShaderGraph
- Dynamic full-screen volumetric fog by utilizing Unity ShaderGraph and custom HLSL

## EDUCATION

### **Technological University (Hmawbi) | 2013 – 2019**

*Bachelor of Engineering in Mechatronics*

## SKILLS & INTERESTS

**Computer:** C#, **Unity** (Built-In/ URP/ HDRP), **Blender 3D** (Modeling, Animations),  
**Python** (Machine Learning, Data Analysis, Data Visualization), **NodeJs** (SocketIO),  
**HTML/CSS, JavaScript**, **Familiarities:** AWS, Firebase, GCP, IBM Cloud, Linux

**Language:** Upper B2 – English | Native – Myanmar | N5 – Japanese

**Interests:** Career development, learning new programming language, open world gaming

## CERTIFICATIONS

- Design Patterns for Game Programming – Udemy *July 19, 2021*
- Applied Data Science Specialization - Coursera Course Certificates *Aug 29, 2020*
- IBM AI Engineering Specialization - Coursera Course Certificates *Oct 03, 2020*