Set Thu Han

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Hi there,

I hope this letter finds you well. My name is Set Thu Han, and I am writing to express my interest in the Entry-Level Unreal Developer position at your company. As a former Unity game developer with three years of experience, I am eager to transition into the world of Unreal Engine and contribute to your team's success.

While my experience with the Unreal Engine is currently limited, I believe that my background as a Unity developer has provided me with a strong foundation in game development principles and practices. I have a deep understanding of game mechanics, gameplay design, and the overall game development process. I am confident that I can quickly adapt my skills to Unreal Engine and contribute effectively to your projects.

Throughout my career, I have consistently demonstrated qualities that are essential for success in the game development industry. These include:

1. Quick Prototypes: As a Unity game developer, I frequently worked on developing F2P game prototypes based on clients' descriptions within tight deadlines. I was responsible for creating game effects and animations, even if they were not readily available on the Unity asset store. This experience has honed my ability to develop desired game mechanics and gameplay while working within given timeframes.
2. Themes and Concepts: In my previous role as a senior game developer, I had the opportunity to work on embedded web games based on raw content. I was responsible for making design decisions, guiding a junior graphic designer, and ensuring the quality and performance of the embedded game graphics. I also had the task of sketching concepts from start to finish, targeting a young audience. These experiences have enhanced my multitasking abilities, decision-making skills, and quality control expertise.

While I understand that my experience with the Unreal Engine may be limited, I am highly motivated to learn and grow in this area. I am confident in my ability to quickly adapt and apply my existing skills to game development with Unreal Engine. I am eager to work with your team to contribute to your projects and expand my knowledge and expertise.

Thank you for considering my application. I would welcome the opportunity to discuss further how I can contribute to your company's needs. I look forward to the possibility of working with you.

Sincerely,
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 qualitied 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)   *Dec 2013 – Nov 2019*
Bachelor of Engineering in Mechatronics | Cumulative **GPA**: 4.49/5.0

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*