



Trần Tuấn Anh

Game Developer

- Short terms : Know job requirements within 1 - 2 months, become a Official employees of the company within 2 - 3 months.
- Long terms : Participate in and contribute to building and developing the company more and more strongly, after 3-4 years of becoming a Senior Game Developer and then aiming for the position of Team Leader, enough knowledge to train and guide younger developers.

PERSONAL INFORMATION



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Trung Hòa - Cầu Giấy - Hà Nội

EDUCATION

HA NOI UNIVERSITY OF INDUSTRY

INFORMATION TECHNOLOGY

Sep 2019 - June 2022

Major: Information Technology

SKILLS

- Have a good office computer skills: Word, Excel, PowerPoint
- Have a basic knowledge of computer languages like C, C#, C++, HTML, SQL, PHP
- Know how to use design applications such as Camtasia, Photoshop, Illustration,...

WORK EXPERIENCE

August 2021 - November 2022

META TECH LABS

UNITY DEVELOPER

- Create many casual games for customer of my company
- Improve gameplay of old game for moneytizer.

December 2022 - February 2023

EASTFOG STUDIO

UNITY DEVELOPER

- Working with the team to develop feature of Eastfog
- Fix bugs and optimize
- Join with the team for discuss about new feature

PROJECTS

August 2021 - October 2021

CLONE FLAPPY BIRD

Customer : Personal Project

Member : 01

POSITION : GAME DEVELOPER

- Move Player with Tap to screen control
- Game manager for control win/loose/point,...
- Use collides with the wall to detect loose
- Use animation for bird

TOOLS : UNITY,VISUAL STUDIO

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- Github :
<https://github.com/TranTuanAnh10/Flappy-Bird>

October 2021 - December 2021

CLONE BRIDGE RACE

Customer : Personal Project

Member : 01

POSITION : GAME DEVELOPER

- Move Player with Joystick
- Use Raycast to check when the Character is standing on the floor or on the bridge, it
- will instantiate bricks on the floor with the same color as the character's color.
- Character will be blocked by Colliers when moving to the bridge without bricks

TOOLS : UNITY,VISUAL STUDIO

- Github :
<https://github.com/TranTuanAnh10/BridgeRace>

January 2022 - July 2022

DINOLAND

Customer : META TECH LABS

Member : 01

POSITION : GAME DEVELOPER

- Use Unity to make Player vs Enemy Scene
- Fix bugs in many scene follow Team Leader : Market, Evolve, Breeding,...
- Change models, animation follow Team Leader

TOOLS : UNITY,VISUAL STUDIO, COCOS CREATOR

- Link : <https://dinoland.io/>

June 2021 - November 2022

DINO GARDEN

Customer : META TECH LABS

Member : 06

POSITION : GAME DEVELOPER

- Code dino for takecare trees.
- Fix bugs
- UI System

TOOLS : UNITY,VISUAL STUDIO

December 2022 - February 2023

My Meta Farm Project

Customer : EASTFOG STUDIO

Member : 04

POSITION : GAME DEVELOPER

- BossRaid feature development
- Add more skills for players in PVP
- Create interactive features between players in Metaverse
- Use .NET to handle back-end
- Check and fx bugs in the game
- Work with the game design team to brainstorm ideas and plan the implementation of the game

TOOLS : UNITY,VISUAL STUDIO

- LINK :
<HTTPS://MYMETAFARM.COM/>

REFERENCE

Mr Vũ Trường Biên, COO Tobi Games Studios.
0388280332

HOBBIES

- Soccer
- Listen Music
- Play Game
- Travel

CERTIFICATES

March 2021 - January 2022

GRAPHIC DESIGN- ITPlus Academy

Detail: profcient skills in using design applications such as
photoshop, illustrator, Indesign, and Corel,...

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