

# Phuc-Binh Pham, Unity Developer

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## PROFILE

I am a highly motivated and experienced Game Developer with 1.5+ years of experience in Unity, specializing in 2D casual games. I also have strong problem-solving and analytical skills, excellent written and communication skills as well as the ability to work independently and as part of a team. Driven by a passion for gaming, I am eager to explore to the fields of new technologies as VR, AR, MR in the near future.

## CONTACT

[Portfolio](#) [LinkedIn](#) [Facebook](#)

## EMPLOYMENT HISTORY

Sep 2022 — Feb 2024

### Unity Developer, HD Games

Ho Chi Minh City

Collaborate with Game Designers, Game Artists, and QA to create games in the casual genre (hyper-casual and puzzle). Maintain and develop new features for existing projects as needed.

Participated Projects:

#### Two Player Arcade Games

- Collaborated with Product Owners, Game Designers, Artists, and QA teams to develop engaging two-player competitive minigames, ensuring gameplay aligned with requirements.
- Updated game interfaces and art styles (reskinning) to match with current trends upon request from leader.
- Optimized game features for a smoother user experience: utilizing Unity Addressables for faster load times, displaying tutorial videos from YouTube quickly, enhanced scrollview smoothness.
- Link: <https://play.google.com/store/apps/details?id=com.two.player.arcade.games>

#### Among Us vs Spider

- Hotfixing bugs and issues.
- Implemented a system to randomly spawn enemies within set limits.
- Developed a level unlocking system based on collecting resources, making gameplay more engaging for players.

#### Melon Playground

- Design and develop weapons system and items system from scratch
- Implement sound and visual effects for weapons including guns, bombs, swords, etc.
- Build games to Android platform, conducted testing, and resolved issues for optimal performance.

#### Apple Worm

- Designed and implemented 100 levels with intuitive hint, enhancing game complexity, player experience and satisfaction.
- Conducted comprehensive testing to identify and resolve bugs and gameplay issues before release, significantly improving game performance and stability.
- Link: <https://play.google.com/store/apps/details?id=com.fc.be.pl.snake.worm.apple>

## EDUCATION

Oct 2020 — Jul 2024

### Bachelor of Infomation Technology, HCMC University of Technology and Education

GPA: 3.65/4.0

Achieved the academic encouragement scholarship for 4 out of 7 semesters

## SKILLS

Unity	Problem Solving
C#	Teamwork
Python	Fast Learner
Git	Comunication
Game Development	Flexibility
Computer Vision	Enthusiasm

## HOBBIES

Chess, Badminton, Travel

## LANGUAGES

Vietnamese Native speaker English Highly proficient