

VŨ HUY ĐU

GAME DESIGNER

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SUMMARY

As a 2 years experience passionate game designer aspiring with the ability to understand products from both the development team's perspective and the user experience. With a solid foundation and a continuous focus on improving my skills in: data analysis, UX design, project management, and game design, I have some achieved notable results. I hope to apply these skills, learn from a professional team, and contribute to the development of innovative game products.

TECHNICAL SKILLS

Core Game Design (Mechanics, Systems, Balancing)	Game Analytics & Live Operations	Project & Feature Ownership
Player Experience & Retention	Rapid Prototyping & Level Design	Responsive Design
AI-Powered Design & Prompting	Cross-functional Collaboration	

PROFESSIONAL EXPERIENCE

Hatchyverse, Australia

Nov 2024 - May 2025

Role: Game Designer

- Designed core gameplay systems, combat mechanics, and progression loops tailored for roguelite Web3 experiences.
- Integrated blockchain elements and NFT utility into gameplay, focusing on scalability, accessibility, and long-term engagement.
- Collaborated across teams to ensure design consistency, while aligning player feedback with mechanics and live event systems.

EAGON Web3 Gaming, USA

Sep 2023 - Oct 2024

Role: Game Designer & Community Manager

- Bridged player feedback into actionable game design decisions.
- Co-developed in-game events, balanced features, and contributed to UX improvements through beta testing.
- Collaborated with dev teams to align community insights with game mechanics and live ops strategy.

Hitmarker, Global

Feb 2022 - Sep 2023

Role: Game Designer

- Designed gameplay systems, levels, and event content across mobile, PC, Console and VR platforms for both original IPs and outsourced projects.
- Worked closely with artists, developers, and producers to deliver design documents, prototypes, and balanced game loops on tight timelines.
- Specialized in adapting to diverse pipelines and genres, ensuring design consistency while aligning with client goals and player experience.

EDUCATION

Engineering of Software

2023 - 2028

Posts and Telecommunications Institute of Technology

ADDITIONAL INFORMATION

- Languages:** English - 8.5 IELTS
- Certifications:** Google Data Analytics & UX Design Specialization, Project Management Tech (PMT).
- Awards/Activities:** Top 20% of Globally in World Quant Brain Championship(2025), Top 27 Asia in Web3 Hackfest (2024), Top 5 in AI Naver x Tetris Battle (2024)