Giang Tong (Tống Tùng Giang)

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Personal Profile

I am a 7 YoE game programmer with heavy interests in game/engine system programming; namely code quality and structures, optimisation, platform portability and low-level technical challenges. My experience spans across many genres on mobile, PC and console. I have contributed to teams as an individual contributor and as a technical lead.

My Skills

- Strong general C++ skills: core language features, STL facilities, and enforce modern C++ practices (smart pointers, RAII, compile-time programming,…)
- Build systems: CMake, premake.
- Debugging, including crash dump investigation.
- Solid computer science foundation: computer structure, data structures and algorithms OOP practices.
- Optimisation techniques: algorithmic complexity, design patterns, cache friendly access/data-oriented design.
- Familiar with profiling tools: sampling (Visual Studio Diagnostics, gperftools) and instrumentation (Optick, Unity built-in).
- Cross-language interopability: C#-C++, Lua-C++.
- Mathematics: vector and matrix algebra.

Work Experience

(For a complete portfolio, please refer to tongtunggiang.com/portfolio)

Oct 2020 - present   *Programmer* @ Double Eleven, Middlesbrough, UK

- Working on Prison Architect as the team's senior programmer/technical expert: delivering features, improving code quality, writing up documentation, helping more junior team members.
- Acted the lead role since later 2021: sprint planning, high-level solution design, more mentoring.
- Personally working on gameplay mechanics, asset tools (with Python), build system (with Lua/premake and Python), platform-specific issues (Linux, Mac, PS4, XB1, Switch).

2015 - present   *Pet projects* @ Home

- Gatan Engine: a WIP ECS-renderer, with CMake, C++17, ECS practices to teach myself basic graphics programming.
- A tech demo in Unity with C++ gameplay: learn C#-C++ interopability and ECS practices, featuring on the framework's page EnTT in action.

Nov 2019 - Aug 2020   *Gameplay Programmer* @ Rogue Sun, Guildford, UK

- Worked on an undisclosed project on UI, gamepad navigation.
- Technologies: Unity, ECS/DOTS (Data-oriented Technology Stack).

May 2015 - Aug 2019   *Intern/Junior/Mid-level Mobile Gameplay Programmer* @ Hiker Games and Tofu Games, Hanoi, Vietnam

- Worked on several prototypes and released mobile titles: story-based FPS, multiplayer top-down shooter, idle RPG, battle/strategy.
- Areas: game mechanics and frameworks, designer advance configuration tools, optimisation, networking, auto build systems, AI, UI.
- Technologies: Unity (4, 5, 2017, 2018), Unity IMGUI, Photon PUN SDK, Photon Quantum Deterministic ECS SDK, Next-gen UI (NGUI).

Education

2019-2020   MSc in Games Development (Programming) - Kingston University London
Distinction

2012-2017   Degree of Engineer in Software Engineering - Hanoi University of Science and Technology
Second Class Classification 3.26/4.00 GPA