Nguyen Duc Quang

0338577133 | dquang14kt@gmail.com | District 7, Ho Chi Minh | Unity Game Developer

OBJECTIVE

Unity Game Developer seeking to join a professional studio to enhance skills in design, programming, and optimization, with a long-term goal of becoming a Lead Game Developer.

EDUCATION

Ton Duc Thang University (TDTU)   Ho Chi Minh City
Network and Data Communication   *2021 – 2025*
GPA: 3.00/4.00

WORK EXPERIENCE

Phoenix Company   Jun 2025 – Aug 2025
Game Development Intern   *An Giang Province*
Contributed to core systems of *Protocol: Exile*, a **mobile** isometric survival game.

Implemented zone teleportation and item/resource interaction systems forming the gameplay foundation.

Tech: Unity (C#), Mobile, Isometric Camera, Scene Management, Git.

Demo: YouTube   APK: Google Drive

PROJECTS

Monster Abyss: Survival   Mar 2025 – Jun 2025
Personal Project
3D top-down survival game with medieval fantasy theme.

Designed combat (weapons, combos, skills), advanced enemy AI with multi-phase bosses, and NPC systems (quests, trading, mini-games).

Built crafting, upgrading, and data-saving systems.

Tech: Unity (C#), FSM, Animation, UI/UX, Data Persistence, Git.

Repo: Google Drive   Demo: YouTube

Protocol: Exile   Jul 2025 – Present
Personal Project
Isometric 3D survival & base-building game on an alien planet, extended from internship foundation.

Expanded systems: crafting, base building, survival mechanics, AI robots with taming & ally commands, exploration zones.

Tech: Unity (C#), Isometric Camera, FSM/Behavior Trees, Crafting, Base Defense, Git.

SKILLS

Programming: C# (Unity), Java   **Game Dev:** Unity 2D/3D, Physics, Animation, UI/UX, AI (FSM/BT), Multiplayer basics

Optimization: Profiling, Memory Mgmt, Performance Debugging   **Tools:** Git, Unity Profiler, Visual Studio, Jira/Agile

Soft Skills: Problem-Solving, Communication, Teamwork, Time Management

ADDITIONAL INFORMATION

Certified in Agile Development and Scrum Framework (Tech Base Vietnam, 2023)