



## VU MINH HIEU

### SENIOR GAME DEVELOPER

Go Vap District, Ho Chi Minh City  
 +84 35 635 0165  
 hieuvn.dev@gmail.com



## About Me

I am a Senior Unity Developer with 7+ year of experience designing and building innovative, immersive applications and games. I bring a strong combination of technical expertise and creative problem-solving skills to deliver high-quality projects.

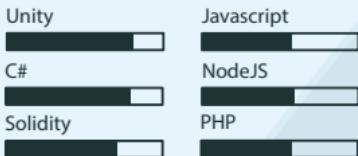
I have experience mentoring developers, project management, code reviews

## Education

2014 - 2018

HO CHI MINH CITY UNIVERSITY OF TECHNOLOGY  
Computer Science - Programmer

## Professional Skills



## Soft Skills

- |                           |                     |
|---------------------------|---------------------|
| - TEAMWORK                | - PROBLEM - SOLVING |
| - COMMUNICATION           | - MANAGEMENT        |
| - CREATIVITY              | - LEADERSHIP        |
| - WORKING UNDER PRESSURE  | - ENGLISH           |
| - SELF-STUDY, RESEARCHING |                     |

## Portfolio

### Shmackle - VR Game

- Collaborated closely with designers and artists to develop game
- Optimized game size and performance

- Responsible for core gameplay systems.
- Implemented responsive combat mechanics, designed horror-themed enemy AI, and handled real-time multiplayer syncing using Photon.
- Mentoring junior developers, reviewed code, and helped maintain code quality.

### Eyeclick Games

- Collaborated closely with designers and artists to bring game concepts to life, ensuring seamless integration of visual and gameplay elements.

### Color Island

- Collaborated closely with QA to maintain game,
- Collaborated closely with designers and artists to develop new features, add new effect. Optimize size and performance.
- Proactively contributed innovative ideas to improve game

### Art Story

- Collaborated closely with designers and artists to develop game
- Optimized game size and performance

### Pipeflare Games

- Git Management,
- Developing games, Pipeflare SDK to connect to the server. Integrate Wallet SDK and smart contract
- App Manager (iOS/Google)

### Pipeflare App And Flare Hit (Telegram)

- Collaborated closely with artists and PM to develop app
- Build Telegram Chat Box, Integrate Telegram SDK
- Integrate Wallet SDK and Smart Contract

### Pyro Mining Rush

- Provided leadership and mentorship to developers,
- Integrated blockchain technologies to enable seamless wallet connectivity and smart contract interactions.
- Collaborated on both back-end and front-end development, ensuring a cohesive and efficient application architecture.

# Work Experience

11/2017 - 3/2018

## VNG CORPORATION - FRESHER

Game development. Studying and working with a team to develop a product that was designed by our team with support from the project manager.

3/2018 - 8/2018

## GAMEROFT - C++ GAME PROGRAMMER

Porting game, fix bugs, checking crash and report from user, google and fabric, finding solutions to resolve crashes.

8/2018 - 6/2020

## EYECLICK VN STUDIO - UNITY DEVELOPER

- Responsible for developing game logic and mechanics using C#.
- Develop rapid prototypes of the game logic and mechanics based on a game design document.
- Implementing the graphic assets, animations, UI elements, particle system to deliver a fully working game.
- Manage the game's infrastructure and logic.
- Optimizing the game to run smoothly in Tinkerboard.
- Using Android Studio to build the android library.
- Using Astra or Kinect camera to make the game that needs body detection.
- Corporating with Israeli team to make the general loading screen for all games.
- Implementing SDK to communicate with the OS.
- Adjusting the interaction to match the requirement of each game. The interaction was sent from OS to the game.
- Researching the way to improve the OS which affects the frame rate of the game.
- Supporting team members to deliver high quality products in time.

6/2020 - 11/2020

## ATHENA STUDIO - UNITY DEVELOPER

- Collaborated closely with designers and artists to bring game concepts to life, ensuring seamless integration of visual and gameplay elements.
- Collaborated closely with QA to deliver game in time.
- Optimizing the game performance to run smoothly.
- Optimizing the game to reduce size.
- Building the android/ios library to Integrate 3rd Service.
- Having experience in firebase for analytics, remote config, authentication.
- Having experience in uploading the game on Google play, or Appstore.
- Having experience in implementing the 3rd-party such as ADS, IAP, HelpShift, LeaderBoard, etc.

12/2020 - 2/2025

## LAYER3LAB - PIPEFLARE.IO

### Game Architecture:

- Worked on both back-end (BE) and front-end (FE) development to define and implement the game architecture.
- Built the Pipeflare SDK to facilitate seamless communication between BE and FE components.

### Game Development:

- Integrated graphic assets, animations, UI elements, and particle systems to deliver a polished and fully functional game.
- Optimized game size and performance for smooth gameplay and efficient resource use.
- Researched and implemented strategies to continuously improve game features and performance.

### Blockchain Integration:

- Designed and implemented a gaming ecosystem with blockchain-enabled reward systems.
- Developed smart contracts and decentralized applications (dApps) with Web3 integration.
- Built RESTful APIs using Laravel to support Unity projects and ensure smooth data exchange.
- Collaborated with cross-functional teams to deliver secure and scalable dApps.

### Team Leadership:

- Led a team of four developers, managing task allocation, time planning, and code reviews.
- Provided mentorship to junior developers, fostering skill development and efficient workflows.

### Documentation and Planning:

- Wrote comprehensive documentation to manage the game development process, track progress, and define future plans.
- Prepared detailed reports and presentations for the CEO, including revenue tracking, game quality reviews, and new project proposals.

### Project Management:

- Managed the game repository using Git for version control and collaboration.
- Uploaded and managed the company's accounts on Google, iOS, and advertising platforms.
- Monitored game performance, crash reports, reviews, and ratings to ensure quality and stability.

### Innovation and Future Planning:

- Provided innovative ideas and developed strategic plans for new and upcoming projects.

3/2025 - Now

## Curly Blue - Senior Unity Developer

- Implemented responsive combat mechanics, designed horror-themed enemy AI, and handled real-time multiplayer syncing using Photon.
- Optimized performance for stable high FPS in VR, ensuring comfort and responsiveness.
- Also mentored junior developers, reviewed code, and helped maintain code quality. My work was key to delivering an immersive, high-quality multiplayer VR experience.
- Optimize performance for Quest 2 to achieve stable frame rates and pass Meta Quest VR.
- Worked closely with artists, designers, and testers to iterate on mechanics and ensure a polished player experience.
- Developed internal tools for rapid content iteration and level design.