



VU MINH HIEU

SENIOR GAME DEVELOPER

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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

2010-2013

QUANG TRUNG HIGH SCHOOL

No. 958 - National Highway 14 - Tien Thanh Commune,
Dong xoai Town - Binh Phuoc Province

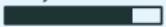
2014 - 2018

HO CHI MINH CITY UNIVERSITY OF TECHNOLOGY

Computer Science - Programmer

Professional Skills

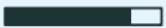
Unity



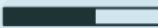
Javascript



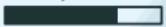
C#



NodeJS



Solidity



PHP



Soft Skills

- TEAMWORK
- COMMUNICATION
- CREATIVITY
- WORKING UNDER PRESSURE
- SELF-STUDY, RESEARCHING

- PROBLEM - SOLVING
- MANAGEMENT
- LEADERSHIP
- ENGLISH

Portfolio

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 Minining 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

2015 - 2016

MADTEAM

Design Advertising Videos, using After Effect CS6

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 - NOW

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.