



Hoàng Mạnh Thắng

Game Developer

July 10, 1995

Male

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Phu Nhuan, Việt Nam

// PORTFOLIO & OBJECTIVE

Explore my portfolio showcasing a diverse range of projects and contributions:

<https://hoangmanhthang0795.web.app/#portfolio>

As a game developer with a passion for creating memorable gaming experiences, I am seeking a challenging role that allows me to contribute my skills and collaborate with other talented developers. My goal is to develop unique and engaging games that captivate players and leave a lasting impression. I am highly adaptable, eager to learn, and committed to pushing boundaries to create games that defy expectations

// EXPERIENCES

Grevo

Dec 2020 - Now

Unity Developer

- Developed medium scale Japanese anime with high quality in 3D turn-based titles.
- Optimization: One of the most challenging aspects of the game's development was optimizing it for performance and memory usage. This involved identifying and resolving bottlenecks, reducing the game's memory footprint, and improving its overall performance to provide a smoother and more enjoyable experience for users
- I played a key role in architecting the game system, which involved creating systems for character progression, item management, combat, and more. This required a deep understanding of game mechanics and a solid grasp of OOP and design patterns
- As a senior developer, I was responsible for mentoring junior developers and helping them improve their skills. This involved code reviews, providing feedback and guidance, and helping with problem-solving

GoGame

July 2019 - Dec 2020

Unity Developer

- Implementation of a turn-based game loop and game state management system
- Creation of AI systems for enemy behavior and decision-making during turns
- Design of turn-based combat mechanics, such as action points, movement ranges, and attack ranges, speed-
- Creation of user interface design for turn-based games, including menus, tooltips, and feedback systems
- Implementation of character animations using Mecanim
- Creation of custom shaders and visual effects using Unity's Shader Graph
- Implementation of a dynamic camera system for cinematic and strategic gameplay perspectives
- Integration of multiplayer functionality using Photon, TCP or other network libraries
- Experience in game design principles, user interface design, and user experience testing.

GoGame

Unity Developer

January 2019 - June 2019

- Monetizing with advertisement mediation, in-app-purchase, Analytics, Game Achievement, Social network, third party plugins
- Automated building machine
- Programming Language: C#/ Java, C++

GameLoft

January 2018 - 2019

HTML5 Developer

- Skilled in cocos creator to develop html 5 games
- Agile software development, and Scrum
- Programming Language: Typescript/ javascript
- Nodejs Server programing using websocket, socket.io.

GameLoft

Jan 2017 - January 2018

C++ Programmer

- Porting from ios into android, windows, win phone and steam
- Implement game module for Windows/Win phone Platform.
- Fix UI, 3D bug
- Agile software development, and Scrum
- Programming Language: C/C++, C#, Action Script 3.

// SKILLS

Teamwork and communication

Public Speaking

Logical thinking and creative

Problem solving

English communication

Learning

// EDUCATION

Sep 2013 - Sep 2017

University of Information Technology

Major: Software developer

GPA: 7.4/10

English

Ielts : 6.5