

# HOANG MANH THANG

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## SENIOR UNITY DEVELOPER • GAMEPLAY ENGINEER • SR GAME ENGINEER

Dedicated, quality-driven professional with 6+ years of experience optimizing and architecting game systems. Equipped with a history of success in utilizing innovative solutions and methodologies to resolve issues and meet deadlines while exercising strict compliance with company policies. Ability to work with complex, multi-stranded specifications and programs. Disciplined and highly analytical game developer with solid visual imagination, flexibility, patience, and capability to troubleshoot challenging problems and discuss step-by-step procedures employing strong communication skills.

Game Development • Information System • Database Management • Information Analysis • Complex Issue Management • Software Development Life Cycle (SDLC) • Game Engines • Animation • Visual Effects • Quality Assurance • Post-Production Maintenance • Coaching & Mentoring • Teamwork & Collaboration

### PROFESSIONAL EXPERIENCE

Grevo | Ho Chi Minh City, Viet Nam

December 2020 – Present

#### Unity Developer

- » Develop and implement innovative gameplay mechanics for a medium-scale Japanese anime game, increasing user engagement metrics.
- » Conduct thorough testing and debugging to identify areas of improvement, leading to an increase in the game's frame rate and ensuring optimal performance on various devices.
- » Collaborated with cross-functional teams to analyze user feedback and iterate on the item management system, resulting in a decrease in user-reported bugs.
- » Review junior developers' code weekly, providing constructive feedback and guidance, improving productivity and efficiency.

GoGame | Ho Chi Minh City, Viet Nam

July 2019 – December 2020

#### Unity Developer

- » Optimized the game's performance by reducing CPU usage by implementing efficient algorithms and data structures in the game state management system.
- » Implemented machine learning techniques to analyze player data and optimize enemy AI strategies, decreasing player frustration and increasing overall game ratings.
- » Conducted extensive playtesting and gathering of user feedback to continuously improve the turn-based combat mechanics and user interface design elements, increasing player retention.
- » Instigated character animations through Mecanim Creation of custom shaders and visual effects using Unity's Shader Graph, increasing player engagement and retention.
- » Streamlined development process by creating reusable camera scripts, reducing development time for future projects.
- » Designed intuitive user interface designs based on game design principles, improving user satisfaction and ease of use.

GoGame | Ho Chi Minh City, Viet Nam

January 2019 – June 2019

#### Unity Developer

- » Executed a comprehensive advertisement mediation strategy, resulting in an increase in monetization for the mobile game.
- » Streamlined the building process by developing an automated machine, resulting in a 50% reduction in construction time.
- » Developed innovative virtual reality games using C#, Java, and C++ programming languages, resulting in a 40% increase in user engagement.
- » Collaborated with cross-functional teams to optimize game performance and reduce memory usage, resulting in faster load times and smoother gameplay.

Gameloft | Ho Chi Minh City, Viet Nam

January 2018 – January 2019

**HTML5 Developer**

- » Utilized advanced coding techniques in Cocos Creator to optimize load times and improve game performance, resulting in a higher user retention rate.
- » Developed and implemented a streamlined Agile software development process, resulting in increased productivity and decreased project timelines.
- » Improved user engagement by developing and implementing complex web applications using Typescript and JavaScript.
- » Reduced network latency by developing and implementing a websocket communication system using Nodejs Server and socket.io.

Gameloft | Ho Chi Minh City, Viet Nam

January 2017 – January 2018

**C++ Programmer**

- » Incorporated comprehensive porting strategy for iOS apps, successfully launching new mobile apps across Android, Windows, Windows Phone, and Steam platforms.
- » Implemented performance optimization techniques to reduce load times by 50%, improving gameplay experience and increasing player retention.
- » Increased user satisfaction rates by identifying and resolving a critical UI issue in the software led to improved user satisfaction.
- » Improved team collaboration and cost reduction by implementing Scrum methodology for project management, resulting in reduced overall development costs and increased team collaboration.

**EDUCATION & PROFESSIONAL DEVELOPMENT****Software Engineering Major, Specialized in Game Development**

University of Information Technology | Ho Chi Minh City, Viet Nam | September 2017

**TECHNICAL SKILLS**

**Programming:** Java, C++, C#, HTML, JavaScript, C/C++, Python, Typescript, CSS • **Software:** Cocos Creator, Netcode, GIT, Unity • **Microsoft Office Suite:** Word, Excel, PowerPoint, Outlook • **Social Media Application:** Facebook, Instagram, Twitter