# HUY (MUNO) LE VIET

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*An enthusiast Game Developer who has an enormous passion for all things related to games. I am currently looking for opportunities in Techinical Game Designer/Game Developer to improve skills and expand my knowledge*

## Experience

**99Players Party,** *Unity Game Developer* | Hanoi, Vietnam                                    *Feb 2023 - Present*
- Researched about **Unreal Engine** and **Rokoko Mocap** to create a real-time casino game.
- Working on a multiplayer social deduction Escape Room with **Photon Engine**.
- Researched about how to create **Adaptive Audio** using **FMOD Studio**.
- Modified and updated existing code basded of a MMORPG game
- Conducted quality assurance checks to ensure the quality and stability of the game projects

**Demon Games,** *Unity Game Developer* | Hanoi, Vietnam                                    *Oct 2021- Feb 2023*
- Maintained and developed 2 RPG Games based on existing project written in **Lua Framework**
- Participated in **teaching and mentoring** Unity Developer Internship program
- Breakdown and estimate time needed for technical parts of the project based on customer's request
- Created and Modified existing **back-end logic** using **Lua/Java**.
- Used **Mapbox API** to create a RPG location-based game.

**HowlCity Studio,** *Unity Game Developer* | Remote                                    *Feb 2021 - Sep 2021*
- Using **Photo Engine** to create a multiplayer motor-bike racing game
- Worked with Blockchain Developer to create in-game rewards system
- Responsible for **Gameplay Logic** and **UI Implementation.**

**SunGame Studios,** *Unity Game Developer Fresher* | Hanoi, Vietnam                                    *July 2020 - Feb 2021*
- Co-operated with Game Designer and Artists to publish 6 casual games on mobile using **Unity Engine**.
- Integrated **Firebase Analytics** to track user behavior and engagement to decrease user drop rate and improve user's experience.
- Implement a leaderboard system using **Axure PlayFab**.

**Gameloft Hanoi,** *C++ Game Programmer Intern* | Hanoi, Vietnam                                    *June 2019 - July 2019*
- Developed a Game using company's **C++ framework** and **OpenGL**
- Learned about **Basic Game Design theory** and Game Industry in general.

## Skills

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|---|---|
| **Programming** | Python, C/C++, C#, Java, Node.js, Git, Lua Scripting, NGUI, MySQL, MongoDB |
| **Soft-Skills** | Problem-solving, Collaboration, Debugging, Adaptability, Analytical |
| **Software** | Unity Engine, Unreal Engine, Github Desktop, FMOD, Figma, Notion, ActiveCollab, Firebase Analytics, Machinations |

## Projects

**Rong Ran Len May**                                    *Dec 2022*
2D Pixel Horror Game, 2 People Project
- Collaborated with an artist to create a prototype for her art thesis project
- Held responsibility for game logic implementation

**LonelySea**                                    *Feb 2020 - April 2020*
3D Survival Game, 3 People Project
- Collaborated with two other Game Developer to make a 3D Survival Game using **UnityEngine**, **ProBuilder** as part of a training program I joined when I was a college student.
- Contributed to various aspects of the game's development including Stats System, Audio System, UI Implementation

## Languages

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|---|---|
| **Vietnamese** | Native proficiency |
| **English** | Intermediate proficiency |
| **Chinese** | Beginner proficiency |

## Education

2018-2022 **Computer Scienece**, *University of Engineering And Technology* | Hanoi, Vietnam