

HUY (MUNO) LE VIET

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Passionate Game Developer with 4+ years of hands-on experience building multiplayer, real-time, and system-driven games using Unity. Adept at gameplay programming, technical design. Eager to contribute to a collaborative team and continue growing in gameplay systems and technical design.

Experience

Self Employed, Freelance/Indie Game Developer | Hanoi, Vietnam

Jan 2025 - Present

- Working with multiplayer networking to enable real-time gameplay.
- Implementing core game mechanics, UI/UX, and progression systems.
- Handled mobile build issues on Android/iOS (Gradle, CocoaPods/Xcode)

• **Tech stack: Unity, C#, Photon**

Tatu Game Studio, Unity Game Developer | Hanoi, Vietnam

Jan 2024 - Jan 2025

- Implemented multiplayer features for a live game using Colyseus.
- Refactored legacy code to improve maintainability and runtime behavior.
- Monitored issues and specs in Jira/Confluence with designers and PMs.

• **Tech stack: Unity, C#, Mirror, Colyseus, TypeScript, Python**

99Players Party, Unity Game Developer | Hanoi, Vietnam

Feb 2023 - Dec 2023

- Explored Unreal Engine with Rokoko mocap to prototype a real-time casino experience.
- Prototyped adaptive audio with FMOD Studio.

• **Tech stack: Unity, C#, Unreal, Photon, Unity Netcode, FMOD Studio, Lua, Java**

Demon Games, Unity Game Developer | Hanoi, Vietnam

Oct 2021 - Feb 2023

- Maintained and extended two RPGs built on a Lua-based framework.
- Estimated technical work from customer requirements and broke down deliverables.
- Implemented and modified backend logic in Lua/Java.
- Used Mapbox for a location-based RPG feature.
- Integrated PlayFab/Parse for auth, leaderboards, and live data.

• **Tech stack: Unity, C#, Mapbox, Parse Dashboard, Lua, Java, Python, MongoDB, MySQL**

HowlCity Studio, Unity Game Developer | Remote

Feb 2021 - Sep 2021

- Using Photon Engine to create a multiplayer motor-bike racing game
- Worked with a blockchain developer to build an in-game rewards system.
- Owned gameplay logic and UI implementation.

• **Tech stack: Unity, C#, Photon**

SunGame Studios, Unity Game Developer Fresher | Hanoi, Vietnam

July 2020 - Feb 2021

- Collaborated with designers and artists to publish six casual mobile games using Unity.
- Integrated Firebase Analytics to track user behavior and inform iteration.
- Implemented Leaderboard System using PlayFab.
- Set up Firebase Crashlytics and monitored stability during soft launches.
- Integrated ads/IAP and validated purchase flows.

• **Tech stack: Unity, C#, Firebase Analytics, PlayFab, Google Mobile Ads**

Gameloft Hanoi, C++ Game Programmer Intern | Hanoi, Vietnam

June 2019 - July 2019

- Developed a game using the company's C++ framework and OpenGL.
- Studied core game design principles and studio workflows.

• **Tech stack: C++, OpenGL**

Skills

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
Mobile Build/Release	Android (Gradle), iOS (Xcode, CocoaPods)
Unity & Systems	UI Canvas (anchors/layout), Addressables/AssetBundles, Profiler/IL2CPP, C# Tasks/Threads
Workflow & Telemetry	Git, Gitflow, Jira, Confluence, Firebase Crashlytics

Languages

Vietnamese	Native proficiency
English	Intermediate proficiency

Education

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