



Le Dang Vinh

GAME DEVELOPER

Contact

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Work History



March 2022 – Present
IMBA – Ho Chi Minh City, Vietnam
Senior Game Developer

- Developed mobile **RPG games** using **Unity (C#)**, focusing on gameplay, skill systems, AI, and combat.
- Participated in key projects: **Heroes & Empires, Heroes Awaken, Heroes Defense** (released on stores).
- Involved in development of **hyper-casual RPG** projects.
- Integrated backend using **.NET Core** and Playfab for player and data management.

July 2018 – March 2022
SUGA – Ho Chi Minh City, Vietnam
Game Developer

- Developed casino, poker, and domino games using **Unity and Cocos Creator** on mobile and web platforms.
- Programmed gameplay, built multiplayer systems, optimized performance and user experience.
- Notable projects: **Texas Hold'em Poker, Domino QiuQiu, Mini casino games.**

April 2015 – October 2016
LELONG – Long An, Vietnam
ERP Developer

- Developed and maintained internal **ERP** systems (accounting, HR, inventory, production, sales).
- Analyzed requirements and optimized workflow for end-users.

Skills

- Unity.
- Cocos Creator.
- C#, C++, .NET Core.
- JavaScript, TypeScript.
- Git.
- Playfab.
- Using AI in programming, specifically Copilot.

Education

- 2016–2017: Game Development, VTC Academy, Ho Chi Minh City, Vietnam
- 2011–2014: Computer Programming, Ho Chi Minh City University of Food Industry (HUFI), Ho Chi Minh City, Vietnam