

Le Viet Khanh

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WORK EXPERIENCE

Unity Developer

Jul 2021 - Mar 2024

HD Game | Hybrid | Vietnam

- Spearheaded the development of casual and hyper-casual games in a start-up environment, growing the team's portfolio to include two titles surpassing 50 million downloads each.
- Led the design and implementation of game structures, ensuring robust, scalable, and engaging user experiences.
- Collaborated closely with cross-functional teams to maintain, debug, and iterate on game mechanics and features.
- Tools Used: Unity, C#, Blender, Photoshop, GitLab.

Junior Software Engineer

Feb 2023 - Jun 2023

Murror | Remote | United States

- Played a pivotal role in the development of the inaugural beta release of a self-discovery app aimed at Gen Z and young adults.
- Developed innovative features utilizing speech-to-text and text-to-speech technologies to enhance user interaction and engagement.
- Integrated OpenAI API and Firebase to provide personalized user experiences and data management.
- Tools Used: Unity, C#, OpenAI API, Firebase, GitLab.

Unity Developer

Jun 2020 - Nov 2021

Freelancer

- Initiated and delivered small-scale game projects for international clients, focusing on educational and recreational titles. Managed end-to-end game development cycles, from conception through release, ensuring timely delivery and client satisfaction.
- Tools Used: Unity, C#, GitLab.

EDUCATION

Bachelor of Information Technology

Sep 2021 - Jun 2025

Ho Chi Minh City University of Technology and Education (Vietnam)

SKILLS

C# | C++ | Python | Unity | Blender | OOP | SOLID | Git | Firebase | Scrum | Problem-Solving | Adaptability | Teamwork