



Khanh Viet Le Portfolio



Brief introduction

Hi! I'm a Unity developer with a a problem-solving mindset.

My dream is to become Jerry in Tom And Jerry. This dream has been with me since I was 8 years old, It always makes me excited and sometimes sleepless in the night. Because to do it, I have thought of two ways that are to build the Tom and Jerry world in real life or build it in the VR game. But when I was 16 years old, I started to conquer my dream by making my first game. Unfortunately, then my computer was damaged, and lost source code. Since then, I have been a game developer with 2 year experience, worked as a Unity developer at a startup , along with few side projects.

Thanks to that, I became a generalist with hands-on experience in game developer.



Work experience

Unity Developer

HD Game, Vietnam, Jul 2021 - Mar 2024

Junior Unity Developer

Murror, US, Feb 2023 - Jun 2023

Unity Developer

Freelancer, Vietnam, Jun 2020 - Nov 2021



Projects

Pop it Fidget Toys 3D Games

July 2021 - Jan 2024

Game detail : Join Fidget Toys 3D — the most popular relaxing game filled with lots of fidget trading and trendy fidget toys.

I take on the role of implementing new features using Unity and supporting existing ones.

🔗 Link Android: <https://play.google.com/store/apps/details?id=com.StressGame.AntistressPopToySatisfying>

🔗 Link IOS : <https://apps.apple.com/vn/app/pop-it-fidget-antistress/id1575316595>

Pop it Fidget Games Antistress

Oct 2021 - Jan 2024

Game detail : We love Pop it Fidget Games Antistress and we would like to share our love with all fidget lover.

I take on the role of developing the game from scratch, optimizing game performance implementing new features using Unity and supporting existing ones.

🔗 Link Android: <https://play.google.com/store/apps/details?id=com.os.falcon.fidget.toy3d.pop.it.diy.calming.asmr.satisfying>

Totally Accurate Battle Merge

May 2022 - Aug 2022

Game detail : Create and conduct your strategies, choose your troops and place and combine them wisely on the battlefield! You can play against levels, custom and real-time multiplayer.

I am in charge of designing and planning the architecture for the game, developing the game from scratch, optimizing game performance, implementing new features using Unity, and supporting existing ones.

🔗 Link Android: <https://play.google.com/store/apps/details?id=com.fc.be.pl.totally.merge.battle.simulator>

🔗 Link IOS: <https://apps.apple.com/vn/app/epic-merge-master-simulator/id1625847602>

2 Player: Challenge Minigames

Jan 2022 - Dec 2023

Game detail : Challenge Minigames will be fun, varied and for one or two players. The more participants, the more interesting and interesting you will be, you will practice skills, quick reflexes and interact with friends, relatives and colleagues in a completely new way.

I am developing the game from scratch, optimizing game performance, implementing new modes using Unity, and supporting existing ones.



Link: <https://play.google.com/store/apps/details?id=com.fc.be.pl.tow.player.challenge.minigames>

Snake Worm Apple

Jul 2022 - Aug 2022

Game detail : If you are a fan of wit and entertaining puzzles, this Snake Worm Apple game is perfect for you! This is a game with easy gameplay, but highly entertaining and relaxing. Collect apples and train your intelligence and logical thinking ability by solving difficult puzzles in this snake game.

I draw the code structure, develop it from start to finish, and assist an intern in designing maps for the game.



Link: <https://play.google.com/store/apps/details?id=com.fc.be.pl.snake.worm.apple>

And of course I also work with ads SDK and other plugins of all the above games.



My projects

Go Home 2

May 2021 - Jun 2021

I make games to give some emotions or values to my game players. So I challenged myself to make a series of games called Go Home that publishes one game a year. This enhances my craft and brings me closer to my game dream.

About the process of making this game, I came up with the idea while taking a shower. Then I plan, design the game structure and start coding on Unity right after. Because I wanted to do everything myself, I also learned modeling to make this game.



Link: <https://play.google.com/store/apps/details?id=com.ABiGame.GoHome2>

Ping Pong

Dec 2021 - Jan 2022

I made this game to try to sell the source on websites. It has Google Admob, Shop System and Infinite Levels.



Link: <https://www.sellmyapp.com/downloads/ping-pong-2022>

Color Sort Water

Jan 2022 - Feb 2022

Game detail : If you'd like to train your combinational logic, this water sort puzzle game is just for you! It's the most relaxing and challenging puzzle game, and it's not timed.

I draw the code structure, develop it from start to finish, optimizing game performance.

🔗 Link: https://drive.google.com/file/d/17fbYAiVQTEjsBj5q0_OsmaN1LcEeQwPA/view?usp=sharing

Skills

- C#, C++, Python, Unity, Blender.
- OOP, SOLID.
- Git, Firebase, Agile, Scrum.

Education

Bachelor of Information Technology

Ho Chi Minh City University of Technology and Education, 2021 - 2025

Languages

Vietnamese 🇻🇳

Native

English 🇺🇸

Conversational

Contact information

✉ Email: levietkhanh189@gmail.com

🔗 LinkedIn: <https://www.linkedin.com/in/khanh-le-tony>

🔗 Github: <https://github.com/levietkhanh189>

 **Thanks!**

Looking forward to hearing from you.
- Khanh Viet Le

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