

ANH BÀNG TRƯỜNG

Game Developer | Designer

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Q8, Ho Chi Minh City

SUMMARY

I am a Game Developer with over two years of experience in the industry and a strong background in Computer Programming. I am a collaborative team player, always eager to learn and find solutions to challenges. I have a good understanding of various game genres, including their mechanics and gameplay loops. With a combined skillset in programming and design, I have successfully contributed to the development of games from start to release. I am now seeking opportunities to utilize my knowledge and skills to further advance my career in the game industry.

PROFESSIONAL EXPERIENCE

Unity 3D Game Developer

2022 - 2023

Inspire Lab

Ho Chi Minh City

- Designed and developed immersive 3D games for Android and Apple devices
- Crafted a robust framework to streamline future development processes
- Collaborated closely with designers and artists to transform their creative vision into playable demos
- Contributed to the setup and successful release of finished products on Google Play and the App Store
- Directed and implemented efficient workflows to ensure smooth development phases without any impediments
- Operated independently, proficiently troubleshooting design and bug-related issues

Unreal VR Game Developer

2021 - 2022

Marion Surgical

Toronto, ON

- developed a VR game in Unreal Engine, utilizing Blueprint scripting.
- Collaborated with clients, actively participating in the design process to transform their vision into a playable demo
- Produced maintainable and comprehensible code for seamless future development
- Created visually appealing VFX and shaders to enhance the game prototype.
- Utilized Blender to design and animate simple models and animations
- Implemented advanced Oculus features, such as Passthrough and Hand Tracking, for an immersive VR experience.

Automation Test Developer | Co-op

2019 - 2020

CaseWare International

Toronto, ON

- Proficiently developed comprehensive automated tests utilizing Java and C# programming languages
- Adapted to and excelled in Agile workflows, particularly Scrum and Kanban methodologies
- Enhanced testing capabilities by creating, adding, and refactoring a testing SDK library for seamless communication with the company's cloud server
- Played a pivotal role in designing the user interface for a new multi-server cloud feature
- Established effective collaboration with diverse teams depending on the project requirements
- Leveraged Jenkin to execute and maintain tests efficiently, ensuring robust test automation processes.

EDUCATION

Computer programming and Analysis

2018 - 2021

Seneca College

Toronto, Canada

3.9/4 GPA

PROFILE

Web Portfolio

libiki123.github.io/ethan-truong

Linkedin

linkedin.com/in/ethan-truong-abc123

Github

github.com/libiki123

SKILLS

- Expertise in game development encompassing design and coding proficiency
- Proficient in C# programming language
- Strong leadership abilities to foster cohesive teamwork
- Deep understanding of product conception and development
- Excellent communication skills for effective collaboration
- Strong troubleshooting and problem-solving abilities
- Commitment to ongoing learning and staying up-to-date with technologies
- Adaptable to working independently or in a team setting.

HOBBIES

- Video Games
- Anime/Manga
- Gym
- Rock Climbing/ Archery/ Baseball