ANH BẰNG(ETHAN) TRƯƠNG

Game Developer | Designer

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SUMMARY

I am a skilled Game Developer with over two years of experience in Web3, VR, and traditional gaming. Proficient in Unity, C#, and game design, I specialize in prototyping gameplay features, optimizing mechanics, and developing intuitive UI/UX. With a track record of collaborating across teams and integrating advanced tools, I am eager to apply my expertise to create engaging and innovative gaming experiences.

PROFESSIONAL EXPERIENCE

Web3 Game Developer - Unity 3D   2023 - 2024
Sky Mavis   Ho Chi Minh City

- Prototyped and developed gameplay features for Web3 games using Unity and C#
- Integrated third-party SDKs and tools to accelerate prototyping of decentralized game mechanics
- Designed and implemented UI/UX elements for blockchain-based game ecosystems
- Collaborated with blockchain engineers to ensure seamless integration of smart contracts
- Focused on rapid prototyping and iterative development for Web3 game concepts

Game Developer - Unity 3D   2022 - 2023
Inspire Lab   Ho Chi Minh City

- Designed and developed immersive 3D games for Android and Apple devices
- Built a framework to streamline future game development projects
- Worked closely with designers and artists to transform concepts into playable demos
- Contributed to the successful release of games on Google Play and the App Store
- Troubleshot design and technical issues independently to ensure smooth workflows

Game Developer - Unreal VR   2021 - 2022
Marion Surgical   Toronto, ON

- Developed VR games in Unreal Engine using Blueprint scripting
- Collaborated with clients to turn their ideas into functional prototypes
- Created VFX, shaders, and simple models using Blender to enhance immersion
- Implemented advanced Oculus features like Passthrough and Hand Tracking

Automation Test Developer | Co-op   2019 - 2020
CaseWare International   Toronto, ON

- Created and maintained automated tests using Java and C#
- Enhanced testing SDK for better communication with the company's cloud server
- Contributed to UI design for a new multi-server cloud feature
- Improved test efficiency by leveraging Jenkins and Agile methodologies

EDUCATION

Computer programming and Analysis   2018 - 2021
Seneca College   Toronto, Canada
3.9/4 GPA

PROFILE

👤 **Web Portfolio**
libiki123.github.io/ethan-truong

in **Linkedin**
linkedin.com/in/ethan-truong-abc123

🐙 **Github**
github.com/libiki123

SKILLS

- Skilled in game design and development with proficiency in C#
- Strong leadership and teamwork abilities
- Expertise in product conception, development, and problem-solving
- Excellent communication for effective collaboration
- Proficient in troubleshooting and adapting to new technologies
- Flexible and capable of working both independently and within teams

HOBBIES

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