Anh Bằng(Ethan) TRƯƠNG

Game Developer | Designer

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| 094-890-7063 | bangatruong@gmail.com | Q8, Ho Chi Minh City |

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| **PROFILE**  [**Web Portfolio**](https://libiki123.github.io/ethan-truong/)  [libiki123.github.io/ethan-truong](https://libiki123.github.io/ethan-truong/)  [**Linkedin**](https://www.linkedin.com/in/ethan-truong-abc123/)  [linkedin.com/in/ethan-truong-abc123](https://www.linkedin.com/in/ethan-truong-abc123/)  [**Github**](https://github.com/libiki123)  [github.com/libiki123](https://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 |

**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 3D2023 - 2024

[Sky](https://www.inspirelab.io/) 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 3D2022 - 2023

[Inspire Lab](https://www.inspirelab.io/) 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 VR2021 - 2022

[Marion Surgical](https://www.marionsurgical.com/) 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-op2019 - 2020

[CaseWare International](https://www.caseware.com/ca)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 Analysis2018 - 2021

[Seneca College](https://www.senecacollege.ca/home.html) Toronto, Canada

3.9/4 GPA