

Trương Anh Bằng (Ethan)

Game Designer | Developer

DETAILS



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Q8, Ho Chi Minh City



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SUMMARY

- Game developer with 3+ years of industry experience transitioning into design. My background in Unity and Unreal Engine development gives me a practical perspective on creating engaging gameplay systems that balance creative vision with technical feasibility.
- Seeking a game design role where I can leverage my technical expertise and creative problem-solving skills to enhance player experiences

BENEFITS I BRING TO A DESIGN ROLE

- **Technical Expertise:** Deep understanding of technical aspects of game design from extensive game development background.
- **Prototyping Skills & Problem-Solving:** Proficient in rapid prototyping and creative problem-solving to bring concepts to life and iterate quickly.
- **Cross-Disciplinary Collaboration:** Experienced in collaborating with developers, artists, and other team members for cohesive designs.
- **User-Centric & Adaptive:** Prioritize player experience and stay current with industry trends and new technologies to create engaging and innovative games.

PROFESSIONAL EXPERIENCES

Web Game Dev - Unity WebGL

Freelance | Contract

2/2025 - current
Ho Chi Minh City

- Prototype and developed client application using WebGL pipeline
- Designed responsive UI and implement cross-browser compatible UI
- Collaborated closely with team lead and client to provide optimal web-based experience
- Optimize model, sound and images to avoid bug and reduce load time

Web3 Game Dev - Unity 3D

Sky Mavis | Contract

9/2023 - 11/2024
Ho Chi Minh City

- Focused on rapid prototyping and iterative development for Web3 game concepts
- Help create a simple Figma Importer tool for automated UI import & layout
- Implemented UI/UX elements for blockchain-based game ecosystems
- Collaborated with blockchain engineers to ensure seamless integration of smart contracts

PROFILE



Web Portfolio

libiki123.github.io/ethan-truong



Web Doc

libiki123.github.io/webdocs



GitHub

github.com/libiki123

SKILLS

- **Technical Skills:** Unity, Unreal Engine, C#/JS/Python, Web
- **Design Skills:** Gameplay mechanics, player progression design, UI/UX
- **Soft Skills:** Leadership, collaboration, communication, problem-solving
- **Other:** Time management, work independently or in a team

HOBBIES

- Video Games
- Participating in Game Jams
- Anime/Manga
- Gym
- Rock Climbing/ Archery / Badminton

LANGUAGES

- Vietnamese (Native)
- English (Upper-Intermediate)

EDUCATION

Computer Programing and Analysis

[Seneca College](#) | Toronto, ON

2018 - 2021

3.9/4 GPA



EXPERIENCES - CONTINUE

Game Dev - Unity 3D

Inspire Lab | Full-time

2/2022 - 7/2023

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
- Troubleshoot design and technical issues independently to ensure smooth workflows

Game Dev - Unreal VR

Marion Surgical | Full-time

2021 - 2022

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

QA Automation Dev

CaseWare International | Co-op

2019 - 2020

Toronto, ON

- Created automated tests in Java/C# and enhanced testing SDK for cloud integration
- Contributed to UI design for multi-server cloud feature
- Contributed to UI design for a new multi-server cloud feature
- Improved test efficiency by leveraging Jenkins and Agile methodologies