Trương Anh Bằng (Ethan)

Game Designer | Developer

DETAILS

📞 094-890-7063

📍 Q8, Ho Chi Minh City

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in linkedin.com/in/ethan-tab

SUMMARY

A versatile Game Developer with over two years of experience crafting engaging experiences across Web3, VR, and traditional gaming. Proficient in Unity and C#, I specialize in rapid gameplay prototyping, optimizing core mechanics for performance, and designing intuitive UI/UX. Proven collaborator adept at integrating advanced tools within cross-functional teams, I am eager to apply my technical and creative skills to build innovative and memorable 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

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
- Troubleshot design and technical issues independently to ensure smooth workflows

PROFILE

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

📄 **Web Doc**
libiki123.github.io/webdocs

GitHub
github.com/libiki123

SKILLS

- **Languages:** C#, JS, Python
- **Platforms:** Unity, Unreal Engine, Android/IOS, 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 James
- 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 - Unreal VR   2021 - 2022
Marion Surgical | Full-time   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   2019 - 2020
CaseWare International | Co-op   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