Nguyen Phuong Nam

Unity Developer

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OBJECTIVE

Experienced Unity Developer with 7 years of professional experience in developing, optimizing, and publishing cross-platform games and applications. Proven ability to lead teams, integrate complex SDKs, and deliver high-quality products for both mobile and PC platforms. Passionate about creating efficient, scalable systems and improving player experiences through performance optimization and data-driven development.

WORK EXPERIENCE

Dec 2021 - Jun 2025

Indie Game Studio (Self-employed)
Team Leader / Unity Developer

Leadership & Team Management:
- Led cross-functional team of 4 (2 developers, 1 artist, 1 game designer) through full development lifecycle.
- Established agile workflow using Trello/Jira, reducing sprint delays by 40%.

Technical Development:
- Architected scalable game systems using design patterns.
- Implemented monetization strategy (Ads + IAP).
- Reduced app build size by 40% using AssetBundle streaming.
- Integrated Firebase (Analytics, Crashlytics, Remote Config) reducing crash rate from 2.5% to 1%
- Optimized game performance: improved FPS from 45 to 55 on mid-range devices through object pooling and draw call reduction.

Product & Publishing:
- Shipped 15+ titles across iOS, Android, Steam, and WebGL platforms
- Managed complete publishing pipeline.
- Collaborated with publishers (Falcon Studio, Abi Studio) on game distribution.
- Maintained live-ops for active titles with regular content updates and performance monitoring.

Key Achievements:
- **FNF Battle**: Rhythm game reaching 100M+ downloads (published by Falcon Studio).
- **Portfolio Impact**: 200M+ total downloads with 4.5+ average store rating.
- **Retention**: Achieved Day-7 retention of 25%+ on hypercasual titles.

Featured Projects:
- Relax Mahjong! (iOS) - Puzzle game with tile-matching mechanics.
  → https://bit.ly/relax-mahjong
- GameBox Blast! (iOS) - Collection of mini-games.
  → https://bit.ly/gamebox-blast
- FNF Battle - Rhythm game, 100M+ downloads (Original app discontinued - demo available)
  → https://kobasac.itch.io/fnf-battle

Feb 2021 - Sep 2021

Ohze Game Studio
Unity Team leader

Migration Project:
- Led migration of web-based card game "Chắn Online" to native mobile platforms.
- Managed team of 3 Unity developers through 6-month project timeline.

Technical Implementation:

- Integrated REST API with token-based authentication for real-time multiplayer.
- Implemented SDK integration: Firebase Analytics, Crashlytics, Facebook SDK.
- Applied key Design Patterns (Singleton, Observer, Factory) to ensure scalability and maintainable architecture.

Platform Publishing:
- Successfully launched on Google Play and App Store within deadline.
- Release new web version.
- Achieved 100K+ downloads with 4.7+ rating.

Team Development:
- Mentored 2 junior developers on mobile optimization techniques.
- Created technical documentation and coding standards for team.

Project:
- Chắn Online Sân Đình - Traditional Vietnamese card game
  → https://bit.ly/chan-online-sd

Sep 2018 - Jul 2020	**Kaopiz Software JSC** **Unity Developer / Bridge Software Engineer** *Educational Platform Development:* • Developed interactive educational app deployed to 1,000+ schools across Japan. • Implemented 5+ mini-games teaching math, language, and problem-solving skills. • Collaborated with Japanese clients to ensure cultural appropriateness and educational standards. *Bridge Engineering Role*: • Served as liaison between Vietnamese team and Japanese clients. • Translated requirements, conducted weekly progress meetings. • Led cross-functional team of 15 (backend devs, Unity devs, QA) on feature deliveries. *Technical Achievements:* • Refactored and optimized existing features for better performance, stability, and maintainability. • Conducted code reviews and provided technical guidance to ensure code quality, consistency, and on-time delivery. • Handled backend communication and ensured data integrity. *Recognition:* • Promoted to lead mini-team after 1 year.

SKILLS

Unity & C#	Strong command of OOP, coroutine, async/await, ScriptableObject, and gameplay system architecture.
Performance	Experience with object pooling, asset optimization, and Unity Profiler for performance tuning.
Version Control	Proficient in GitHub, GitLab workflows — branching, merging, and conflict resolution.
SDK Integration	Firebase, Crashlytics, Analytics, Ads, and IAP — setup, configuration, and troubleshooting.
Publishing	Hands-on experience releasing titles on App Store, Google Play, Steam, and WebGL with post-launch updates.
Backend Integration	REST API, Socket, UnityWebRequest, JSON, and token-based authentication for live data exchange.
Addressables & AssetBundles	Manage dynamic content, reduce build size, and enable streaming assets for scalability.

EDUCATION

Sep 2014 - Dec 2018	**POSTS AND TELECOMMUNICATIONS INSTITUTE OF TECHNOLOGY** Software engineering GPA: 3.33/4.0

HONORS & AWARDS

2016	The second prize of ACM - PTIT contest

2017	The third prize of ACM - PTIT contest
2017	Taking part in the final round of Samsung Software Challenge contest
6/8 semesters	Study Encouragement Scholarship

ACTIVITIES

Sep 2014 - Dec 2018 **PTIT - IT Club**

Position: Trainer
- Trained new student members in basic programming concepts and coding fundamentals.
- Conducted sessions on common algorithms and problem-solving techniques.
- Provided training on Unity development and practical programming applications.