NGUYEN QUANG BAC

A Unity C# Developer with 4 years of experience

CONTACTS

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EDUCATION

Posts and Telecommunications Institute of Technology
2016 - 2020
School of Information Technology
Major: Information Security

SKILLS

Unity C# OOP Git SVN MS-Office Batch scripts Adobe Premiere Pro Figma

Adobe Photoshop Adobe Audition Team development Hardware assets management

WORKING EXPERIENCE

Minh Viet Group

R&D Team Lead cum Unity C# Developer   03/2023 - Present

- Researching Apple Vision Pro in Unity.
- Researching React Native.
- Researching DeepfakeLab, StableDiffusion and Voice.ai using in the company's projects.
- Managing the establishment of the ICS structure and data infrastructure.
- Initiating pilot implementation for the Internal Control System (ICS).

Unity C# Developer   01/2019 - 03/2023

Project Manager for 02 Mobile Apps establishment

- Led the team of 7 to develop apps and collaborate with other product team.
- Worked with client (National Foreign Language Project) for feedback and improvement.
- Defined, architected & developed features for app in Unity.
- Worked on backend support for app features.

Member in the development team of 03 Mobile Apps and 02 Windows App

- Used Vuforia to create AR app.
- Guided and collaborated with 3 colleagues in a semi-senior role in app development.
- Deployed the product on-site at Kun's event in Ho Chi Minh City.
- Optimized codebase to improve overall system performance.
- Identified and fixed bugs.
- Developed app features.