

NGUYEN QUANG BAC

CONTACTS



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<https://bacnq.com>

EDUCATION

Posts and Telecommunications Institute of Technology

2016 - 2020

Major: Information Security
School of Information
Technology

SKILLS

- C#
- Microsoft Office proficiency
- Hardware assets management
- Window batch services
- Adobe Photoshop, Illustrator
- Equipment sourcing & procurement
- Teamwork
- Critical thinking

PRODUCT

- My Fun Math App
- Pronunciation City App
- ToonBook App
- Kun Sieu Pham App
- QIPEDC App
- TouchPlus App

ABOUT ME

An Unity C# Developer with 4 years of experience

WORKING EXPERIENCE

Minh Viet Group

Team Lead of R&D Department

03/2023 - Present

- Researching Apple Vision Pro in Unity
- Researching DeepfakeLab, StableDiffusion and Voice.ai using in the company's projects
- Scoping out optimal training procedures for specified AI objects (hardware, data, training flow).
- Managing the establishment of the ICS structure and data infrastructure.
- Initiating pilot implementation for the Internal Control System (ICS).

Unity C# Developer

01/2019 - Present

- Project Manager for 02 Mobile Apps establishment
 - Led the developer team in code optimization and the creation of Unity Prefab for optimal performance.
 - Worked with client (National Foreign Language Project) for feedback and improvement.
 - Iterated on new or existing functionality and UI/UX.
 - Defined, architected & developed features and gameplay functionality in Unity and C#.
 - Worked on backend support for app features which using NodeJS.
- Unity C# Developer of 03 Mobile Apps and 02 Windows App
 - Using Vuforia to create AR app
 - Provided guidance and collaborated with three colleagues as semi-senior role.
 - Deployed the product on-site at Kun's event in Ho Chi Minh City.
 - Refactored and enhanced the current code base to improve performance.
 - Optimized and refined app elements.
 - Identified and fixed bugs and issues.
 - Developed and integrated app features.