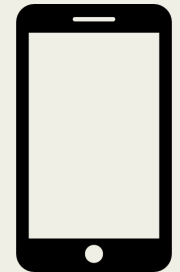
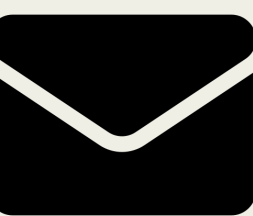



NGUYEN QUANG BAC

Unity developer

CONTACTS

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 ngqbac@gmail.com

 Thanh Xuan, Hanoi

EDUCATION

2016 - 2020

Posts and Telecommunications
Institute of Technology - Hanoi,
Vietnam



- Engineering Degree in Information Security



SKILLS



- Unity
- Windows Batch Scripting
- Microsoft Office Suite
- macOS Environment
- Hardware Asset Management
- Equipment Sourcing & Procurement
- Team Collaboration
- Critical Thinking



PRODUCTS

- Rise Of Food
- My Fun Math
- Pronunciation City
- Toon Book









WORKING EXPERIENCE

Archer Game Studio

Unity Developer

04/2024 - Present

- Implemented multiple gameplay features, enhancing engagement and retention in Rise of Food.
- Designed and integrated UI Systems that improved player navigation and usability.
- Proposed gameplay concepts aligned with the game’s direction, contributing to a more cohesive player experience.
- Recommended UX improvements that streamlined in-game interactions, increasing internal test satisfaction scores.
- Delivered iOS builds, managing Xcode integration, provisioning, code signing, and App Store release.
- Collaborated in a Scrum Agile environment, consistently delivering features ahead of sprint deadlines.

Minh Viet Group

R&D Team Lead & Unity Developer

03/2023 - 03/2024

- Evaluated DeepfakeLab and Voice.ai for AI feature integration.
- Designed AI training workflows, improving efficiency by 25%.
- Initiated and led rollout of an Internal Control System (ICS) for company asset and access management.
- Published iOS apps to the App Store, overseeing submission and review compliance until approval.

Unity Developer

10/2019 - 03/2023

- Served as Project Manager for 02 mobile apps, overseeing the full lifecycle from concept to deployment.
- Iterated on functionality and UI/UX designs based on user feedback, increasing retention and engagement.
- Architected and developed core gameplay systems in Unity, ensuring maintainable and scalable codebases.