NGUYEN QUANG BAC

A Unity C# Developer with 4 years of experience

CONTACTS

- 039 855 0111
- ngqbac@gmail.com
- My Dinh, Hanoi

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

PRODUCTS

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

WORKING EXPERIENCE

Minh Viet Group

R&D Team Lead cum Unity C# Developer

03/2023 - Present

- Researching DeepfakeLab and Voice.ai
- Scoping out optimal training procedures for specified AI objects (hardware & data)
- Managing the establishment of the Internal Control System (ICS) structure and data infrastructure
- Initiating pilot implementation for the ICS

Unity C# Developer

10/2019 - 03/2023

Project Manager for 02 Mobile Apps establishment

- 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 using NodeJS
- Optimized code & supervised the creation of Unity Prefab for optimal performance
- Worked with client (National Foreign Language Project) for feedback and improvement

Participated in the establishment of 03 Mobile Apps and 01 Window App

- Developed and integrated app features
- Optimized and refined app elements
- Refactored and enhanced the current code base to improve performance
- Identified and fixed bugs and issues

PERSONAL PROJECTS

- Unity Custom Framework
- NFT/Blockchain
- UnrealEngine