



# LE NHU

SENIOR GAME DEVELOP

## EXPERIENCE

### Game Developer

- **Magmic** · Full-time.
  - Apr 2022 - Present
  - Da Nang City, Vietnam · Remote
- Develop NFT games using C# Unity.
  - Proficient use of C#, Unity, and C++.
  - Experience with NodeJS, publishing to Play Store/ App Store, implementing 3rd party (Applovin, Google mobile ads, Google Firebase services), In-App Purchase.
- Proj: Idle of Pets (NFT).
  - Implement game features that work with Braincloud, Google Firebase, and IAP.
  - Optimize UI render (anti-aliasing)
  - Custom editor: create game features database config.
- Proj: Battle Rummy (Card Game).
  - Implement gameplay, connect Firebase, AWS, AI, hint, tutorial...
  - Implement CMS page using NodeJS, AWS amplify.
  - Manage addressable.
- Proj: Base Ball (NFT).
  - Implement game features, timelines animations, and game UI kit.
  - Optimizing game performance using mesh render animation, and DOTS for the audiences.
  - Custom editor to modify material (Shader) to set dynamic teams uniform.
  - Design game systems.

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## ABOUT ME

• Experienced Game Developer with a demonstrated history of working in the information technology and services industry. Skilled in Unity C#, Unreal C++, Game Development, and .NET Framework. Strong engineering professional with a Bachelor's degree focused on Manager System Information from Duy Tan University.

## TARGET 2025

• My goals for 2025 were to improve my English communication skills and become an AWS Solution Architect. I completed an English communication course at Aten and obtained a certificate. I also earned an AWS Solution Architect certificate from CodeStar and am currently working towards the global AWS Solution Architect certification.

## SKILL

- Proficient use of Unity C#, Unreal Engine C++.
- Experience with NodeJS, publishing to Play Store/ App Store, implementing 3rd party (Applovin, Google mobile ads, Google Firebase services), In-App Purchase.
- English (Intermediate)

## EDUCATION

- **Duy Tan University**
- Bachelor's degree, Manager System Information
- Sep 2015 - Sep 2019

## **Self Product Owner**

### **Game Development Experience:**

- Spearheaded solo development of multiple game projects across diverse genres, including Puzzle, Casual, Idle Tycoon, Match, and RTS.
- Specialized in performance optimization for 3D games, ensuring smooth gameplay with a high number of concurrent objects.
- Proficient in core optimization methods to minimize resource usage, including:
  - + Implementing Occlusion Culling, LOD systems, and Lightmap Baking.
  - + Effectively reducing vertices, triangles, batches, and draw calls.
- Implemented advanced performance solutions like GPU Instancing combined with multithreading (C# Job System) to render and manage large-scale object populations.
- Leveraged Data-Oriented Technology Stack (DOTS/ECS) in conjunction with GPU Instancing to maximize performance in Real-Time Strategy (RTS) projects.
- Skilled in designing and implementing "game feel" and "juiciness" through responsive controls, animations, and feedback effects.
- Authored custom shaders using Shader Graph and utilized VFX Graph to create visually impressive and highly-performant particle systems.
- Developed custom editor tools to streamline content creation pipelines (e.g., level design, database management), significantly reducing development time.
- Committed to writing clean, scalable code by applying SOLID design principles in Object-Oriented projects.
- Experienced in memory and resource management, implementing solutions with both AssetBundles and the modern Addressable Asset System.
- Completed freelance projects developing reusable libraries and plugins for the Unity and Unreal Engine ecosystems.
- Contributed as a Guest Lecturer and Teaching Assistant for a university-level "Physics in Game Programming" course.

## **Game Developer**

- **GIANTY** · Full-time
  - Feb 2020 - Apr 2022 · 2 yrs 3 mos
  - Ho Chi Minh City, Vietnam · On-site
- **Position: Unity game developer**.
  - Fixed bugs, and built tool support for Noir 2D Game (Japanese market).
  - R&D the game Crypto (Connect wallet, build tool support, build Data Models,...)
  - As a game creator, I created a few mini 3D games for TOHO Game ( received requirements / Feedback and came up with my idea then proceeded to develop the game)
  - Strengths: Match-3, tower defenses, rhythm, casual, puzzle.
  - R&D Artificial Intelligence (AI) for Game.
  - Experience with RestAPI and Grpc with C# .Net.
- **Position: C# .NET developer**
  - Implement tools (export data, view) on the MAP of the TMI team
  - Fixed bugs, optimized processes query data

## Game Developer

- **Gameloft** · Full-time.
  - Feb 2019 - Feb 2020 · 1 yr.
  - Da Nang City, Vietnam · On-site.
- Join the GL as a developer of game content.
- Programming language: C++, Python, Lua.
- Develop products: Disney Princess Majestic Quest, Bike in Time.
- Analyze and debug game evolution issues using C++ on Android platform and C# Windows UWP.
- Implement game features including Barcode, redeem code, and automation using C++ and JS.
- Work closely with overseas Master production teams and Publishing teams.
- Optimize project procedure and time loop using Lua and Python.

