

# Hoàng Quốc Khánh

**UNITY DEVELOPER** 

**Dob:** 01/09/2000 **Gender:** Male

**Phone:** 0989288036

Email: bts.khanh@gmail.com

Website: https://pipik2k.github.io/portfolio-template/

Address: Ha Noi

## **OBJECTIVE**

I am an aspiring game developer with the ambition to work across multiple platforms and diverse game genres. My goal is to expand my technical and creative capabilities through continuous learning and hands-on experience. In the next few years, I aim to grow into a senior developer role where I can lead projects, mentor others, and contribute to building high-quality games at a professional level.

## **WORK EXPERIENCE**

March 2023 - March 2025

#### **UNITY DEVELOPER**

### **CyForce Game studio**

- Developed multiple game genres including Puzzle, Casual, Platformer, Strategy, and Action across both 2D and 3D formats using Unity.
- Designed and implemented gameplay systems with strong foundations in OOP, SOLID principles, and applied design patterns such as State, Factory, Observer, and Command.
- Used AI assistant tools like ChatGPT, GitHub Copilot, and Cursor to refactor code, prototype faster, and explore better architecture solutions.
- Used Unity Analysis Profiler to detect and resolve performance bottlenecks (CPU spikes, GC allocations, memory leaks), and optimized performance via LOD, Draw Call Batching, and Object Pooling—especially effective on mid/low-end mobile devices.
- Implemented Hybrid ECS + C# Job System to handle large-scale gameplay logic and data in parallel, resulting in performance boosts up to 5–10x over MonoBehaviour-based systems.
- Integrated various third-party SDKs (Firebase, AdMob, Ironsource, Max, Adjust) and resolved compatibility/build issues, including Gradle build conflicts and platform-specific errors using Android Studio.
- Reduced build size through asset compression techniques (e.g., ETC2 texture compression, optimized audio codecs).
- Created UI and FX systems using DOTween, Particle System, and Animation tools, delivering engaging visual feedback and polished transitions.
- Built complex AI behavior trees, pathfinding, and decision-making systems to enhance game depth and difficulty.
- Collaborated with artists, game designers, and QA to integrate models, animation assets, and VFX while ensuring smooth workflows.
- Utilized Git for version control and coordinated with other developers through Agile pipelines and pull request/code review processes.
- Actively contributed to testing and debugging, including in-device testing and assisting with gameplay metric analysis (retention, IAP behavior).
- Continuously followed Unity updates, mobile game trends, and optimization techniques via YouTube channels, Discord groups, and developer communities, applying new knowledge to improve products in production.

Programming Principles	OOP, SOLID, Clean Code, Refactoring
Language	English: Intermediate Level
Design pattern	State pattern, Observer pattern, Strategy Pattern, Singleton, Object Pooling,Command Pattern, Factory Pattern
VERSION CONTROL	Github