Hoàng Quốc Khánh

UNITY DEVELOPER



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Ha Noi

PROGRAMMING LANGUAGE C#

LANGUAGE

English: Intermediate Level

DESIGN PATTERN

State pattern, Observer pattern, Strategy Pattern, Singleton, Object Pooling, Factory, Command

VERSION CONTROL
Github

OBJECTIVE

Dedicated Unity Developer with a keen interest in crafting compelling gameplay mechanics and narratives. Looking to join a collaborative team that values creativity and offers opportunities for professional growth in the gaming sector.

WORK EXPERIENCE

GOODGAME GLOBAL PTE. LTD

sep 2024 - Present

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Project: Mr Ragdoll

Main responsibilities:

- Android: https://play.google.com/store/apps/details? id=com.ten.joints.mr.ragdoll.funny.fight&pli=1
- Youtube: https://youtu.be/t1rMt88cEX0?si=k0vUIRDiAzV9FtfY
- Published to Google Play Store and reached 30k+ downloads and 28% retention day 1
- Integrated advertising and monetization systems with Max Mediation and AdMob (interstitial, rewarded ads).
- Integrated Firebase for tracking event, impression, retention
- Optimized the Android build size to be under 100MB by reducing asset file sizes, implementing texture compression, removing unnecessary dependencies, and using efficient code structures to minimize overhead while maintaining game performance and visual quality
- Collaborated with artists and designers to implement models, animations, and visual effects into Unity
- Developed ragdoll physics interactions using Unity's Joint and Rigidbody system to simulate realistic character collisions and reactions.

GOODGAME GLOBAL PTE. LTD

Mar 2024 - Aug 2024

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Project: WHICH TEAM WIN?

Main responsibilities:

- Android: https://play.google.com/store/apps/details? id=com.cfs.gg.which.team.win
- Developed gameplay logic using Cinemachine to provide dynamic and cinematic camera angles per stage.
- Optimizie game performance by Object Pooling, LOD, ECS and Jobs System, Batching
- Managed in-game economy: implemented daily rewards, in-app currency, and upgradeable abilities.
- Implemented advanced AI behaviors and pathfinding systems, enhancing game difficulty and engagement
- Improved visual fidelity while maintaining high performance across low-end devices by applying batching, memory pooling, and asynchronous loading.

GOODGAME GLOBAL PTE. LTD

Mar 2023 - Feb 2024

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Project: MINI-STICK DUELIST

Main responsibilities:

- https://apkpure.com/vn/mini-stick-duelistgame/com.pl.gg.mini.stick.duelist.game
- Created animation transitions using Unity's Animator Controller and Blend Trees, and State Machine for character actions.
- Programmed auto-screen-rotation system to support portrait and landscape gameplay.
- Used Tilemap to build multiple platform level with different difficulty
- · Read documentation and implement 3rd software plugin
- Integrated audio and user interface elements into Unity to enhance the overall experience
- · Update feature through new aab version

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