Bao Nguyen

Game Programmer

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Summary

Self-driven and passionate Game Programmer, looking to apply accumulated knowledge and experience to build more advanced and entertaining games for players. Willing to commit to long-term growth after graduation. Have been working on 3+ collaborative projects with cross-discipline teams, and successfully shipped 2 titles on Google Play Store. Self-motivated, team-player, and patient to solve complex problems, with consideration to different perspectives.

Project Experience

Game Programmer, Mercenape ⬀

09/2020 – 12/2020 | Unity

- Responsible for developing and testing enemy behaviors and character attack based on the design.
- Implemented enemy waves spawning logic and patterns with Scriptable Objects.
- Imported 3D models and animations to Unity, also integrated with mechanic codes to make them lively.
- Developed save-slot system to offer players more choices.
- Implemented flexible Object Pooling to reduce garbage collection and improve performance by at least 15%.
- Collaborated with artists to produce better aesthetic elements. Moreover, polished some aspects with Unity Shader Graph.

Lead Programmer, Sortify ⬀

02/2020 – 05/2020 | Unreal Engine, Google Play

- Built and developed whole gameplay mechanics, game logic, and UI utilizing Blueprints.
- Provided reusable and reliable code for the designer to design each level.
- Supported artists with exporting and importing 3D models and animations from Blender to Unreal Engine properly.
- Implemented AdMob, reduced APK size from 121MB to 94MB to meet Google requirement.
- Approached Internal Testing first with producer, before proceeding to official Production publication.

Skills

Game Engine

Unity
Unreal Engine

Programming

C#
C++
UE Blueprints

Version Control

Git
Perforce

Agile Development

HacknPlan

Languages

Vietnamese ● ● ● ● ●

English ● ● ● ● ○

Finnish ● ○ ○ ○ ○

Game Programmer, Spinner Rush ⇗

09/2019 – 12/2019 | Unreal Engine, Google Play

- Implemented winning and losing conditions with C++.
- Sound tweaking using Blueprint when players win or lose.
- Built save system for game progress and sound settings.

Game Programmer, Animal Instinct ⇗

Unreal Engine

- Collaborated with Datacenter department to deploy a simple Matchmaking System with Dedicated Server and Database
- Established REST architecture for server communications, with the support of VaRest plugin
- Developing game rules and game flows on the Server and Engine
- Implementing Ability System with unique Skill for each Character.

Other, Projects ⇗

Unity, Unreal Engine

- Snake AI, Battleship, Unity Machine Learning, etc.
- Please follow the link for more details.

Education

09/2019 – 12/2021 Kajaani, Finland	**Kajaani University of Applied Science (KAMK),** Bachelor's Degree in Esports Business ⇗ • Mainly study Game Development as a Programmer. • Will be transferred to Bachelor's Degree in Business Information Technology.

Other Skills & Self Experience

Blueberry Picker

08/2020 | Taavetti, Finland

- Interculturally collaborated with diverse people, worked with various teams, and willing to change if needed.
- Team agreement with flexible time while maintaining productivity.
- Decision-making on the next moves for the most efficient outcome, based on the situation.

Strawberry Picker

07/2020 | Kesälahti & Hollola, Finland

- Adapted and worked independently in a given strawberry line.
- Strictly followed different schedules and working field each day.

Shop Assitant, Durio

12/2016 – 11/2017 | Ho Chi Minh City, Vietnam

- Multi-tasking: cashier, waiter, receptionist, cakes prep, shipper.
- Worked at 3 branches with slightly different selling points.

Courses

Unity C#,
GameDev.tv ⇗

Unreal Engine C++,
GameDev.tv ⇗

Python, Metropolia University of Applied Science ⇗

Interests

Games

Programming

Sports

Photography

Coffee