Bao Nguyen *Game Programmer*

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Passionate software developer with 3+ years of experience in game development, specializing in Unreal Engine and C++. Proficient in technical animation, AI programming, and productivity tool creation. Collaborative team player with a proven track record in optimizing gameplay and level assets for smooth performance on all platforms, including Nintendo Switch. Actively contributed to the production of 3 game projects for their entire development lifecycle.

PROJECT EXPERIENCE

Game Programmer   09/2020 – 12/2020 | Unity

Mercenape ↗
- 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   02/2020 – 05/2020

Sortify ↗   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.

Game Programmer   09/2019 – 12/2019

Spinner Rush ↗   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 Unreal Engine

Animal Instinct ↗

- 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 Unity, Unreal Engine

Projects ↗

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

EDUCATION

Kajaani University of Applied Science (KAMK) ↗

Bachelor's Degree in Business Information Technology

09/2019 – 12/2021 | Kajaani, Finland

- Mainly study Game Development as a Programmer.

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, cake prep, delivery.
- Worked at 3 locations with slightly different selling points.

LANGUAGES

English ● ● ● ● ○

Vietnamese ● ● ● ● ●

Finnish ● ○ ○ ○ ○

INTERESTS

Games

Programming

Photography

Coffee

Ping pong

Football