




Bao Nguyen *Game Programmer*

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SUMMARY

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

REFERENCES

Santeri Relander,
CEO, Still Running
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PROFESSIONAL EXPERIENCE

Still Running

05/2021 – 06/2024

Game Programmer

Helsinki, Finland

- Intensive teamwork to develop *Morbid: The Lords of Ire*  from early stage to publication; for PC, PlayStation 5, PlayStation 4, Xbox Series X|S, Xbox One, and Nintendo Switch.
- Responsible for crafting enemy AI and mechanics that aligned with designers' vision, to produce challenging combat and engaging experience.
- Adapted monsters' animations in runtime to match their situational actions and attacks.
- Built a dynamic camera system that can effectively imply player's actions and circumstances, with consideration for their input and intention.
- Integrated Advanced Locomotion System (ALS) for the main character's animation system, as well as multiple modifications for it to accurately work with our game mechanics.
- Created simple and efficient tools for designers and artists, to significantly boost their productivity while working with gameplay elements, levels, and assets.
- Cooperated with artists to optimize the game and achieved our target performance for all platforms, including stable 30 FPS on Nintendo Switch.
- Versatilely developed and improved several other features when needed, consisting of player's mechanics, combat feelings, dialog system, etc.
- Rapidly prototyped with the team in 8 days for an *announced title*. 

PROJECT EXPERIENCE

Sortify

02/2020 – 05/2020

Lead Programmer, Unreal Engine 4, 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 properly.
- Implemented AdMob, reduced APK size from 121MB to 94MB to meet Google requirements.
- Approached Internal Testing with the producer, before proceeding to Production publication.

Spinner Rush

09/2019 – 12/2019

Game Programmer, Unreal Engine 4, 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.

Animal Instinct

02/2021 – 05/2021

Game Programmer, Unreal Engine 4

- 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 a simple ability system with unique skills for each character.

Mercenape

09/2020 – 12/2020

Game Programmer, Unity

- Responsible for developing enemy behaviors and character attacks based on the design.
- Implemented enemy waves spawning logic and patterns with Scriptable Objects.
- Imported 3D models and animations to Unity, and made them lively with codes.
- Developed a save-slot system to offer players more choices.
- Implemented Object Pooling to reduce garbage collection and improve performance.
- Collaborated with artists to produce better aesthetic elements with Shader Graph.

Other

Unreal Engine, Unity

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

EDUCATION

Kajaani University of Applied Science (KAMK)

Bachelor's Degree in Business Information Technology

09/2019 – 12/2021 | Kajaani, Finland

LANGUAGES

English – Fluent

Vietnamese – Native/Bilingual

Finnish – Basic

INTERESTS

Ping pong

Coffee

Photography

Football

Games

Programming