Bao Nguyen

Game Programmer

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Software engineer with 3+ years of professional experience in the game industry, specializing in Unreal Engine, C++, and version control. Proficient in gameplay mechanics, AI programming, technical animation, camera work, and productivity tool creation. Proven track record in optimizing gameplay and 3D assets for smooth performance on all platforms, including Nintendo Switch. Collaboratively shipped 1 indie title on PC and consoles, and 2 small titles on Android.

PROFESSIONAL EXPERIENCE

Still Running ⬈   05/2021 – 06/2024
Game Programmer   Helsinki, Finland
- Tech used: Unreal Engine 4, C++, Perforce, Monday, Jira.
- Collaborated with 15+ developers to release *Morbid: The Lords of Ire* ⬈ on PC, PlayStation 5, PlayStation 4, Xbox Series X|S, Xbox One, and Nintendo Switch, acquiring 75% positive reviews on Steam.
- Responsible for crafting enemy AI and procedural animations that aligned with the designers' vision, producing over 20 enemies and 10 bosses with unique gameplay mechanics.
- Built a dynamic camera system to effectively reflect players' scenarios and intentions, which improved player immersion by 92% compared to a basic camera system.
- Enhanced player animation smoothness by 136% after integrating Advanced Locomotion System.
- Created efficient tools that boosted team productivity by up to 187% for certain tasks.
- Cooperated with artists for optimization, which increased PC performance by 25%, and achieved our target performance for all consoles, including stable 30 FPS on Nintendo Switch.
- Attracted over 420 audiences to an *announced title* ⬈ , which was prototyped together within 8 days.

PROJECTS

Sortify ⬈   02/2020 – 05/2020
Lead Programmer, Unreal Engine 4, Google Play
- Built and developed whole gameplay mechanics, game logic, and UI.
- Provided reusable features 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.

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.
- Developed simple game rules and game flows on Server and Client.
- 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.
• Developed a save-slot system to offer players more choices.
• Implemented Object Pooling to reduce garbage collection and improve performance by 15%.
• Collaborated with artists to produce better aesthetic elements with Shader Graph.

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.

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