Bao Nguyen *Game Programmer*

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SUMMARY

Passionate software engineer with 3+ years of professional experience in game development, specializing in Unreal Engine and C++. Proficient in gameplay mechanics, technical animation, AI programming, camera work, 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 santeri@stillrunning.fi, +358 504 330 792

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 publishment; 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.
- Modified monsters' animations in runtime to match their situational actions and attacks.
- Built a dynamic camera system to effectively imply players' actions and circumstances, with consideration for their input and intention.
- Integrated and adapted Advanced Locomotion System to enhance player animation smoothness.
- Created efficient tools which boosted others' productivity by up to 187% for certain tasks.
- 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.
- 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.
- 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