LE QUOC TAM
UNITY DEVELOPER

ABOUT ME

Unity Developer passionate about creating engaging 2D gameplay experiences. Proficient in C# and Unity with hands-on experience in building game systems, multiplayer mechanics (Netcode for GameObjects), and data-driven tools (ScriptableObject, State Pattern). Demonstrated ability to design and implement UI/UX, animation rigging, and game logic.

Familiar with asynchronous programming and fundamental data structures. Strong problem-solving mindset, fast learner, and committed to delivering clean, scalable, and maintainable code.

CONTACT

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Github: https://github.com/qtamle

WORK EXPERIENCE

2D Game Strategy – Inspired by Plant vs Zombie | June 2024 – Aug 2024

Role: Game Developer

- Designed and implemented UI for a game scene.
- Managed scene transitions using Unity's SceneManager.
- Created tile maps for level design.
- Made frame-by-frame animations using Aseprite.
- GitHub: Exorcist_PVZ_Unity

2D Game – Adventure RPG | Aug 2024 – Dec 2024

Role: Game Developer

- Built a dialogue system using ScriptableObject and applied data-driven design with a State Pattern.
- Developed a dialogue creation tool with CustomInspector and ScriptableObject for writers.
- Created animations using skeleton rigging and IK Manager 2D.
- Developed a timeline event system using PlayerPrefs to store and transfer data across scenes.
- GitHub: 2D-Game-Adventure-RPG - Thach Sanh Ky Truyen

Battle Shooting Tank for web and mobile | May 2025 – NOW

Role: Game Developer

- Basic Game Loop Logic & AI.
- Integrated Unity Addressables to enable asynchronous asset loading and improve runtime performance in the Tanks project.
- Build & Cross-platform Publishing on Unity Play.
- Github: Tank Shooting

Game Mobile Online – Rogue-Lite Cyberpunk | Dec 2024 – Apr 2025

Role: Game Developer

- Developed an online game using Unity's Netcode for GameObjects (NGO).
- Implemented a robust NetworkManager featuring client-side prediction and server reconciliation; this improved player experience by minimizing perceived lag for 50+ concurrent users.
- Handled dynamic data replication using NetworkList<T> combined with Dictionary for fast lookup.
- Implemented a lobby system for player management.
- Integrated Unity Cloud Save for storing player data and game state.
- Applied Task and async/await to optimize asynchronous data loading and UI responsiveness.
- GitHub: Thuc-Tap-Tot-Nghiep

AWARDS

Good scholarship in 1st semester (2022-2023)

Recognized for outstanding academic performance and consistent top-ranking GPA.

Excellent scholarship in 6th semester (2024-2025)

Granted for achieving top GPA and maintaining academic excellence throughout the semester.

EDUCATION

VIETNAM AVIATION ACADEMY | 2022 - 2025

Major: Information Technology

- GPA 3.21/4

SKILL

Programming languages

Intermediate:

- C++
- Python
- Dart

Advanced:

- C#

Tools and Engine

Intermediate:

- Photoshop
- Illustrator

Advanced:

- Unity
- Aseprite
- Copilot
- Git

CERTIFICATION

TOEIC CERFICATE | NOV 2024 - NOW

Listening and Reading

Total Score: 690

Unity Junior Programmer Pathway Unity Technologies – Unity Learn | JAN 2025 - NOW

A 12-week foundational program covering C# scripting, object-oriented programming, Unity physics, animations, UI, and game mechanics.