

Quan Le Anh

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Unity Developer with 6+ years of experience creating immersive mobile games. Skilled in clean, scalable code and delivering seamless gameplay. A proven problem-solver, always pushing the boundaries of mobile gaming to deliver exceptional results.

Experience

Freelance Unity Developer, Freelancer

May 2024 - Now

- Worked independently to develop and deploy Unity-based mobile games for clients, focusing on gameplay mechanics, UI design, and performance optimization.
- Collaborated with clients to define project scope, deliverables, and timelines, ensuring high-quality results and client satisfaction.

FlyingWhales, Unity Developer | Remote

May 2024 - Mar 2025

- Developed and deployed mobile games for **Android** and **iOS**, transforming game design concepts into polished, playable products.
- Engineered robust, automated build pipelines with **GitHub Actions** and **Jenkins**, optimizing deployment processes and ensuring consistent testing.

WingsMob, Unity Developer | Hanoi, VN

May 2023 - May 2024

- Developed **Unity Editor tools** to streamline development workflows, enhance debugging, and accelerate testing processes.
- Implemented and optimized **DOTS/ECS** architecture to improve performance and scalability in Unity projects.
- Designed and deployed backend services using **Nakama Framework**, leveraging **AWS** and **Docker** for scalable multiplayer features.

Super Snowball, Co-Founder | Hanoi, VN

Jan 2022 - Dec 2022

- Led the end-to-end development and launch of mobile games for Android and iOS, translating creative concepts into high-quality, polished products.
- Defined and executed the studio's technical strategy, setting up scalable architecture, development pipelines, and coding standards to accelerate production and ensure long-term maintainability.

Bazooka, Unity Developer | Hanoi, VN

Aug 2020 - Dec 2021

- Developed and optimized **gameplay mechanics** and **UI systems**, ensuring smooth and engaging user experiences across multiple platforms.
- Integrated key **third-party SDKs**, including **IAP systems**, ad mediation platforms (**Unity Ads**, **AdMob**), and **Firebase**, to drive monetization and improve app performance.

Rikkeisoft, Game Developer | Hanoi, VN

April 2019 - Aug 2020

- Developed engaging and interactive games for **arcade machines** in Japanese, utilizing **Unity** to create platform-specific experiences.
- Created **minigames** with **PhaserJS**, seamlessly integrating them into existing applications to enhance user engagement.

Skills

Programming C/C++, C#, Java, JavaScript, NodeJS, Git, Lua, MongoDB, MySQL

Soft-Skills Time Management, Problem-solving, Documentation, Collaboration, Leadership, Debugging, Adaptability, Analytical

Software Unity Engine, Figma, Firebase, Notion, Docker

Projects

Tap Legion: Idle Clicker RPG | Freelancer

2025

- Developed a multi-language localization system and optimized game performance for smooth gameplay across devices.
- Resolved critical bugs to improve stability and user experience.
- Integrated AdMob ads, Unity IAP, and GameAnalytics for monetization and player behavior tracking.

Swipe & Play : Instant Games | Freelancer

2025

- Designed and developed a mobile-friendly puzzle game using Unity with intuitive UI and smooth, engaging gameplay mechanics.
- Built and optimized the game for WebGL, then integrated it into a host app to support swipe-based game switching.

Cat Block Jam 3D | FlyingWhales

2024

- Developed a hybrid puzzle game combining Tap Away mechanics with Match-3 gameplay, featuring cat-themed blocks.
- Designed intuitive touch controls and dynamic level progression, ensuring engaging and strategic gameplay.

Slime Bag Fight | FlyingWhales

2024

- Developed a Bag Fight-inspired inventory system, allowing players to drag, drop, and merge items for combat.
- Implemented turn-based battles with procedural enemy encounters, ensuring strategic gameplay.

Dino Jam - Parking Puzzle Game | WingsMob

2023

- Integrated Nakama for login, social features, and in-app purchases, boosting monetization and engagement.
- Enhanced gameplay performance and user experience through optimization strategies.

Super Hero Stickman Ragdoll | Super Snowball

2022

- Developed a physics-based combat game with interactive ragdoll mechanics and dynamic controls.
- Focused on delivering a robust user experience and optimized performance for smoother gameplay.

Stick Army - Battle Clash | Bazooka

2021

- Engineered a fast-paced strategy game featuring stickman battles with polished animations and dynamic gameplay.
- Optimized game performance and integrated systems to improve scalability and player engagement.

Education

Information Technology, University of Engineering and Technology - VNU | Hanoi, VN

2014-2018