Quan Le Anh

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An enthusiast Game Developer who has an enormous passion for all things related to games. I am currently looking for opportunities in Game Developer to improve skills and expand my knowledge

Experience

FlyingWhales, *Unity Developer* | Remote ⸻ *May 2024 - November 2024*
- Developed and deployed mobile games for Android and iOS, translating game design concepts into polished, playable products.
- Integrated **third-party SDKs**, including **IAP system**, ad mediation platforms (**Unity Ads, AdMob**) and **Firebase**, to enhance app functionality and monetization.

WingsMob, *Unity Developer* | Hanoi, VN ⸻ *May 2023 - May 2024*
- Conducted RnD and optimized a survivor game using Unity's **DOTS** and **ECS**, achieving improved performance and scalability.
- Designed, deployed, and integrated custom modules with **Nakama** to fulfill specific requirements from Game Designers.
- Developer custom Unity packages to enhance in-house development efficiency and workflow standardization.

Adone, *Unity Developer* | Hanoi, VN ⸻ *Sep 2022 - May 2023*
- Developed and deployed mobile games for Android and iOS, translating game design concepts into polished, playable products.
- Integrated **third-party SDKs**, including **IAP system**, ad mediation platforms (**Unity Ads, AdMob, MAX**) and **Firebase**, to enhance app functionality and monetization.

Bazooka, *Unity Developer* | Hanoi, VN ⸻ *Aug 2020 - Sep 2022*
- Developed and launched mobile games for Android and iOS, transforming design concepts into high-quality, engaging products.
- Implemented gameplay logic and UI systems, ensuring seamless user experiences and functional mechanics.
- Conducted thorough quality assurance testing to maintain the stability, performance, and overall quality of game projects.

Rikkeisoft, *Game Developer* | Hanoi, VN ⸻ *April 2019 - Aug 2020*
- Developed games tailored to client requirements, ensuring functionality aligned with their vision.
- Utilized **Unity** and **PhaserJS** to create interactive and engaging gaming experiences across multiple platforms.

VNG, *Game Developer Fresher* | Hanoi, VN ⸻ *Jul 2018 - Dec 2018*
- Developed games using **Cocos2dJS** under mentor guidance, delivering engaging gameplay experiences.
- Customized logic within an existing **Java-based** backend framework to meet specific client requirements.
- Learned essential game development processes, including progress tracking, debugging, and optimization.
- Collaborated with cross-functional roles, gaining comprehensive insights into the end-to-end development pipeline.

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

Cat Block Jam 3D ⸻ *2024*
FlyingWhales
- Created an innovative and fun game with unique mechanics and appealing visual design.
- Focused on ensuring optimal performance and delivering a seamless, engaging experience.

CapyBara Life: Sort Game ⸻ *2024*
FlyingWhales
- Designed and launched a visually appealing puzzle sorting game with engaging gameplay loops.
- Prioritized performance optimization and gameplay balancing for better player satisfaction.

Dino Jam - Parking Puzzle Game ⸻ *2023*
WingsMob
- Added login and social features such as leaderboards and tournaments using the **Nakama** framework.
- Developed custom packages for managing in-app purchases and other internal systems.
- Enhanced gameplay performance and user experience through effective optimization strategies.

Super Hero Stickman Ragdoll ⸻ *2022*
Personal Project
- Created a physics-based combat game with interactive ragdoll mechanics and dynamic controls.
- Focused on delivering a robust, high-quality user experience with streamlined performance.

Stick Army - Battle Clash ⸻ *2021*
Bazooka
- Engineered a fast-paced strategy game with thrilling stickman battles and polished animations.
- Optimized game performance and integrated systems to boost engagement and scalability.

Zombie Hunter - Zombie Catch ⸻ *2021*
Bazooka
- Developed a dynamic action game featuring immersive visuals and smooth, engaging mechanics.
- Integrated third-party tools for ads, analytics to enhance monetization and functionality.

Tile King - Classic Triple Match *2021*

Bazooka
- Designed and implemented an engaging puzzle game with intuitive UI and addictive gameplay mechanics.
- Delivered a highly optimized product focused on player retention and seamless user experience.

Languages

Vietnamese Native proficiency
English Intermediate proficiency

Education

Information Technology, *University of Engineering and Technology - VNU* | Hanoi, VN *2022-24*