

Quan Le Anh

+84 383 436 893 | quanla.uet@gmail.com | quanla.github.io/portfolio/ | linkedin.com/in/qann1311

A passionate and dedicated Game Developer with extensive experience on various platforms, seeking a long-term role to further refine my skills and contribute to long-term meaningful projects. Interested in working with teams to create high-quality, engaging games and grow within a supportive, innovative environment.

Experience

FlyingWhales, Unity Developer | Remote

May 2024 - Now

- Developed and deployed mobile games for Android and iOS, translating game design concepts into polished, playable products.

WingsMob, Unity Developer | Hanoi, VN

May 2023 - May 2024

- Improved performance and scalability of a survivor game through RnD and optimization using **Unity's DOTS** and **ECS**.
- Designed and integrated custom modules with **Nakama Framework** and developed Unity packages to streamline in-house development and workflows.

Bazooka, Unity Developer | Hanoi, VN

Aug 2020 - Dec 2021

- Implemented gameplay logic and UI systems, ensuring seamless user experiences and functional mechanics.
- Integrated **third-party SDKs**, including **IAP system**, ad mediation platforms (**Unity Ads, AdMob**) and **Firebase**, to enhance app functionality and monetization.

Rikkeisoft, Game Developer | Hanoi, VN

April 2019 - Aug 2020

- 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.

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 | FlyingWhales

2024

- Created an innovative and visually engaging 3D puzzle game with unique mechanics.
- Focused on optimizing performance to ensure a seamless, high-quality player experience.

CapyBara Life: Sort Game | FlyingWhales

2024

- Designed and launched a visually appealing puzzle sorting game with intuitive gameplay loops.
- Prioritized performance optimization and balancing to enhance player satisfaction and engagement.

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 | Personal Project

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.

Zombie Hunter - Zombie Catch | Bazooka

2021

- Developed an action-packed zombie game with immersive visuals and smooth mechanics.
- Integrated third-party tools for ads and analytics to optimize monetization and functionality.

Tile King - Classic Triple Match | Bazooka

2021

- Designed and implemented a puzzle game with intuitive UI and engaging gameplay mechanics.
- Delivered a highly optimized product that 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

2014-2018