

Tuan Chau

SOFTWARE ENGINEER/ GAME DEVELOPER

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Education

Warsaw University of Technology

BACHELOR OF SCIENCE IN COMPUTER SCIENCE, GPA: 4.0/5.0

Warsaw, Poland

October 2011- October 2015

Area of Expertise

- Software architecture
- Software engineering
- Project management
- Artificial intelligence in games
- Procedural generation
- Game networking

Skills

- Advanced knowledge of C-Sharp and Unity engine
- Knowledge of Java, C++, JavaScript
- Ability to analyze and solve complex technical problems
- Experience with network architecture (P2P, Client-Master Client, Authoritative Server)
- Experience with version control systems (Mercurial, Git, Preforce)
- Experience with PowerShell / Bash

Experience

Fuero Games Sp. z o.o.

UNITY3D GAME DEVELOPER

Warsaw, Poland

November 2015 - PRESENT

My main responsibilities:

- Working closely with art and design teams on tools and features
- Participating in the gameplay designing process
- Prototyping, developing and maintaining gameplay features
- Creating custom tools to accelerate the development

Languages

Vietnamese Native
Polish Fluent
English Communicative - B2

Projects

Winions: Mana Champions

Fuero Games

A CARD COLLECTING, REALTIME STRATEGY, ASYNCHRONOUS MULTIPLAYER GAME

My tasks:

- Architecting and implementing game's various subsystems, such as combat system, animation system, etc
- Implementing AI for units in game
- Creating editor's tools on request

21 - Win Money!

Fuero Games

A CARD GAMES WITH PUZZLE MECHANICS ON MOBILE

My tasks:

- Implementing gameplay mechanics

Table Top Racing: World Tour - Nitro Edition

Playrise Digital

WORKED AS CONTRACTOR - A FREE TO PLAY, CARD COLLECTING, REAL TIME STRATEGY, ASYNCHRONOUS MULTIPLAYER GAME

My tasks:

- Replacing existing network solution with Photon Unity Networking
- Optimizing game's source code

DomiNations

Big Huge Games

WORKED AS CONTRACTOR - A COMBAT STRATEGY GAME OF ADVANCEMENT, EXPLORATION, AND CONQUEST

My tasks:

- Implementing changes in UI systems