Tuấn Hào

Unity Developer

Profile

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📍 Binh Chanh, Ho Chi Minh

Skills

Game Engine (Unity 2D/3D,)

Programming Language (C#, Python, C++)

Cross-platform Deployment (PC, Mobile)

Game Physics & Collision Handling

Version Control (Git, Unity Version Control)

Video Game Design (Mechanics, Levels, Characters, UI/UX)

Problem-solving

Language (English)

Interests

Video games, films, musics, sports

Objective

Final year Information Technology student with experience in Unity game development, specializing in 2D game design and gameplay mechanics. Worked on a personal 2D platformer project using C# and Unity, focusing on gameplay mechanics and player experience. Passionate about game development with a strong foundation in coding and problem-solving. Eager to apply my knowledge in a practical work setting to further enhance my skills and creating inspirational game projects

Education

Saigon University   2019 - present

Information Technology/Software Engineering

Final year Student

Work experience

Game Developer Intern   Jul 2022 - Jan 2023

Alta Software

- Participated in the end-to-end game development process in a collaborative team environment
- Designed and refined gameplay mechanics and level layouts to enhance player engagement
- Improved UI/UX design for better user interaction and visual consistency
- Optimized game performance through code refactoring and resource management
- Developed comprehensive test plans and conducted rigorous game testing to ensure quality and stability

Personal Project

Feast or Famine   Feb 2025 - Apr 2025

2D Puzzle Game

- Developed a 2D puzzle game with pixel art style using Unity 2D inspired by infamous Sokoban with slight modification
- Implemented grid-based movement & gameplay for player and objects, collision detection, animation
- Designed various levels and objectives for diverse gameplay experience
- Debugging, patching and maintain code during development
- Manage player data using Scriptable Object
- Github link: https://github.com/tth3103/Feast-or-Famine
- Demo: https://youtu.be/ZeIoL0cD10g

Starry Venture   Oct 2024 - Dec 2024

2D Casual Mobile Game

- Developed a single-player endless runner casual 2D mobile game with pixel art style using Unity2D
- Implemented core gameplay mechanics, including character movement, collision detection, shop, missions & rewards system.
- Integrated UnityAds for mobile monetization, enhancing revenue opportunities.
- Optimized game performance using Object Pooling to efficiently manage dynamically spawned objects.
- Utilized Scriptable Objects to manage game data and configurations flexibly.
- Designed and animated pixel art assets using Aseprite, ensuring a cohesive visual style.
- Github link: https://github.com/tth3103/Starry-Venture
- Demo: https://youtu.be/ftXVuMwula8