

NGUYEN LE TUAN ANH

Game Developer | Ho Chi Minh City, Vietnam | +84909829635 | nguyenletuananh456@gmail.com
linkedin.com/in/nguyen-le-tuan-anh/ | github.com/tuananhnguyen2004 | tuananhnguyen2004.github.io/

ABOUT ME

I'm a game developer with 2 years of hands-on experience in designing and developing games using Unity Engine. Strong foundation in gameplay programming, collaborative development, and problem-solving in fast-paced environments. Passionate about creating engaging interactive experiences and continuously learning new tools and techniques in game development.

EDUCATION

University of Information Technology - VNUHCM

Oct 2022 - Present

Major in Information Systems

GPA: 8.01/10.00

Expected Graduation: June 2026

PROJECTS

CatDogWar - Unity C#, DOTween

Apr 2025 - May 2025

Developed a mobile adaptation of the classic Battleship game with a fun cat-and-dog theme using Unity Engine.

Bubble Delivery Service - Unity C#

Jan 2025

Collaborated with a team during Global Game Jam Vietnam 2025 to develop a game within 48 hours. Contributed by creating character and environmental animations, implementing movement mechanics for the main character, and developing the ball grab interaction system using Unity and C#.

Magnetzom - Unity C#

Jan 2024 - Feb 2024

Created a 2D top-down action game where players wield a magnet gun to attract and launch nearby objects as projectiles to defeat waves of zombies.

JetGuy - Unity C#

Sep 2023 - Nov 2023

Created a clone version of Mars:Mars as the final project of a Unity game development course organized by UIT GamApp Studios.

SKILLS

TECHNICAL SKILLS

- Unity (C#)
- Git, GitHub
- Visual Studio, Visual Studio Code
- Code review, debugging

SOFT SKILLS

- Teamwork
- Communication
- Project Management
- Problem Solving

LANGUAGE

- English: TOEIC (880/990)
- Vietnamese: Native Speaker

ACTIVITIES

Lead Developer - UIT GamApp Studios

Mar 2024 - Mar 2025

- Oversaw code quality through regular reviews, managed team members' code integration, and performed code refactoring to maintain clean, efficient, and maintainable code for the development team.
- Designed and implemented an efficient game development workflow using Git/GitHub, Kanban boards, and Scrum/Agile methodologies, significantly improving team collaboration and project management.
- Authored a comprehensive Unity training program documentation to onboard and mentor new students, accelerating their learning curve and integration into development teams.

Participant - Gameloft x HCMUIT Game Dev Club Mentorship

July 2024 - Aug 2025

- Collaborated with a team across two development phases, each resulting in a complete game project.
- Designing core game mechanics, prototyping gameplay systems, and scripting interactive elements using Unity and C#.

CERTIFICATIONS

UIT GamApp Studios Certification of Participation

UIT GamApp Studios, Nov 2023

Global Game Jam 2025 Certification - Participant

Gamegeek, Jan 2025