

# NGUYEN LE TUAN ANH

Game Developer | Ho Chi Minh City, Vietnam | +84909829635

nguyenletuananh456@gmail.com | [linkedin.com/in/nguyen-le-tuan-anh/](https://www.linkedin.com/in/nguyen-le-tuan-anh/) | [github.com/tuananhnguyen2004](https://github.com/tuananhnguyen2004)

---

## SUMMARY

Game Developer with 1+ 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

---

## WORK EXPERIENCE

UIT GamApp Studios

Mar 2024 - Mar 2025

### Lead Developer

- Designed and implemented an efficient game development workflow using Git/GitHub, Kanban boards, and Scrum/Agile methodologies, significantly improving team collaboration and project management.
- Applied the Observer design pattern in Unity projects to enhance communication between game objects, resulting in cleaner, modular, and maintainable code architecture.
- Authored a comprehensive Unity training program documentation to onboard and mentor new students, accelerating their learning curve and integration into development teams.

---

## PROJECTS

### CatDogWar

Developed a mobile adaptation of the classic Battleship game with a fun cat-and-dog theme using Unity Engine. See the project at [github.com/tuananhnguyen2004/CatDogWar](https://github.com/tuananhnguyen2004/CatDogWar).

### JetGuy

Created a clone version of Mars:Mars as the final project of a Unity game development course organized by UIT GamApp Studios. See the project at [github.com/tuananhnguyen2004/jet-guy](https://github.com/tuananhnguyen2004/jet-guy).

### Magnetzom

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. See the project at [github.com/tuananhnguyen2004/Magnetzom](https://github.com/tuananhnguyen2004/Magnetzom).

### Bubble Delivery Service

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#.

---

## SKILLS

- **Technical Skills:** Unity Engine
  - **Programming Language:** C#
  - **Version Control System:** Git, Github
  - **IDE:** Visual Studio, Visual Studio Code
  - **Analysis:** Code review, Design Patterns
  - **Language:** English (TOEIC 890)
  - **Softskills:** Communication, Project Management, Teamwork
- 

## COURSES

June 2023 - Mar 2024

### UIT GamApp Studios - Gen 1

Comprehensive course focusing on both basic and intermediate concepts of game development using Unity Engine, offered by UIT GamApp Studios.

---

## CERTIFICATIONS

### UIT GamApp Studios Certification of Participation - Gen 1

UIT GamApp Studios, Nov 2023

### Global Game Jam 2025

Gamegeek, Jan 2025