

NGUYỄN VĂN TÙNG

Senior Unity Developer

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PROFESSIONAL SUMMARY

Senior Unity Developer with 7+ years of experience in developing mobile, multiplayer, and blockchain-integrated games. Experience in Unity3D, C#, and scalable game architecture. Successfully delivered multiple games with millions of downloads. Strong background in performance optimization, multiplayer systems, and cross-platform development.

CORE SKILLS

Programming Languages:

C#, TypeScript, JavaScript, Python, Lua

Game Engines & Tools:

Unity3D, Git, SmartFox, Mirror, FishNet, AR/VR

Software Design:

OOP, SOLID Principles, Dependency Injection, Design Patterns (Command, Observer, Factory, Singleton, State Machine, Object Pool,...)

Development Expertise:

Multiplayer Architecture, WebGL/Mobile UI, SDK Integration, Payments, Analytics, Backend Services, Blockchain Integration

NOTABLE PROJECTS

Pegaxy V2 - Multiplayer Horse Racing Game

Unity3D, Multiplayer, Blockchain | <https://pegaxy.io>

Skill-based horse racing game with blockchain integration and real-time multiplayer racing mechanics

Cyber Fighters - Mobile Action Game

Unity3D, Mobile, Action | Google Play & App Store

Hack and slash action game with systems including shop, inventory, character progression, and tournaments

Tổ Tôm Online - Card Game

Unity3D, Multiplayer, Card Game | Google Play & App Store

Traditional Vietnamese card game with real-time multiplayer functionality and server integration

FPT Digital Race 2018 - Self-driving Car (Champion)

Computer Vision, AI, Python

Autonomous vehicle competition using computer vision and machine learning for lane detection and obstacle avoidance

BLife - Eye-tracking Virtual Keyboard

Eye Tracking, Accessibility, Research

Graduation thesis project: Virtual keyboard for motor-impaired users using eye-tracking technology

PROFESSIONAL EXPERIENCE

Senior Game Developer | Mirailabs

Mar 2022 – Present

- Developed backend systems for AI Agent chat application "Foxy" (foxychat.ai)
- Integrated Crypto payment and Telegram Star payment systems for "MergePals" game (mergepals.io)
- Designed and implemented multiplayer core systems for "Pegaxy V2" (pegaxy.io), a skill-based horse racing game with blockchain integration
- Built Unity SDK for guild management and trading project "Shards Tech" (shards.tech)
- Developed multiplayer features for "Petopia" game (petopiagame.io), enhancing real-time player interactions
- Created 3D preview and avatar capture system for Pegaxy marketplace, improving user experience and asset visualization

Game Developer | OneSoft Falcon

Mar 2021 – Mar 2022

- Developed "Fun Guy", a 3D multiplayer party game similar to Fall Guys, implementing core gameplay mechanics and multiplayer synchronization
- Participated in early NFT game prototyping and smart contract integration, exploring blockchain-based gaming mechanics

Lead Game Developer | Sói Đen (BlackWolf Studio)

Nov 2020 – Mar 2021

- Lead and guide a small team in creating Casual and Hyper-Casual game products
- Managed project timelines, code reviews, and technical solutions for "Stick War" and "Word Game" projects
- Provided technical direction and implemented performance optimization strategies, improving frame rates and load times

Full-Stack Game Developer | Sân Đình Studio

May 2020 – Nov 2020

- Developed "Tổ Tôm Online" traditional card game with real-time multiplayer functionality
- Integrated with server logic using SmartFox server
- Collaborated with backend engineers to optimize latency and room management

Unity Game Developer | Zitga Studio

May 2019 – May 2020

- Developed "Stickman Legends" and "Cyber Fighters" mobile action games with millions of downloads
- Designed and implemented systems using best practices and design patterns
- Contributed to game balancing and live-ops updates, maintaining player engagement and retention

Unity Game Developer | Zergitas Studio

Dec 2017 – Dec 2018

- Developed casual puzzle games including "Happy Glass" and "Connect Dots"
- Implemented core gameplay mechanics, physics systems, and UI transitions

EDUCATION

Bachelor of Computer Science

University of Engineering and Technology – Vietnam National University, Hanoi

2015 – 2020

- **Champion** – FPT Digital Race 2018 (Self-driving Car Competition)
- **Finalist** – Procon 2016 Programming Competition
- **Internship Project:** VR Virtual Exhibition Room
- **Graduation Thesis:** Eye-controlled Virtual Keyboard for Motor-Impaired Users