

Quang Tung Nguyen

Game Engineer

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📍 Hanoi

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WORK EXPERIENCES

Unity Developer Inwave Studio

08/2022 - Present

Hanoi, Vietnam

Achievements/Tasks

- Developed gameplay mechanics and features for a live-ops game with over 2 million daily active users.
- Maintained a user experience exceeding 99.5% crash-free rate by troubleshooting and resolving game issues on various devices.
- Spearheaded the development and implementation of a cheat console for various projects, streamlining and enhancing the QA team's testing procedures for complex in-game environments.
- Implemented gameplay mechanics and features for four projects (3 hyper-casuals, 1 hybrid casual) from the prototyping phase to soft launches.
- Integrated and maintained third-party SDKs.
- Developed and implemented game mechanics for two prototypes.
- Optimized gameplay performance and build size for multiple projects.
- Collaborated with the art department (3D & 2D animators, VFX artists) to ensure technical feasibility and visual fidelity of game assets.

Fresher Game Designer Zitga Studio

07/2021 - 09/2021

Hanoi, Vietnam

Achievements/Tasks

- Researched and produced documents related to game design fundamentals.
- Produced game design and feedback documents for a studio's current game.
- Created multiple GDDs to help improving the studio game's tutorial and monetization.

Game Designer Intern Gameloft

08/2020 - 09/2020

Hanoi, Vietnam

Achievements/Tasks

- Created original game idea pitch.
- Provided feedback documents and idea pitches for company's published games.
- Created analysis game guideline document.
- Analyzed various company's published games.

EDUCATION

BSc. (Hons) Computer Games Design and Programming, British University Vietnam

Awarded by Staffordshire University, UK

09/2019 - 07/2022

Achievements

- Graduated with First Class Honours degree (4.0 GPA equivalent).
- 50% scholarship winner.
- Four-time Certificate of Merit for Academic Excellence winner.

SKILLS

Unity

C#

Git

Android Studio

XCode

Firebase

MAX Mediation

LevelPlay Mediation

Unreal Engine 4

Game Design

Game Analytics

Blender

Photoshop

COMPETITIONS

Top 3, Inwave's Game Idea Contest, 2023.

Participant, Brackeys Gamejam, 2021.

Worked as Senior Programmer and Game Designer.

Participant, Gameloft Gamejam, 2020.

Worked as Junior Programmer and Game Designer.

2nd place, Phan Dinh Phung High School's English festival, 2018.

3rd place, Tay Ho district group English competition for gifted students, 2017.

CERTIFICATES

Inwave's Game Idea Contest, Certificate of Participation, 2023.

Gameloft's Game Design Fundamentals, Course Completion Certificate, 2020.

Gameloft Game Jam, Certificate of Participation, 2020.

Java Programming: Base to Professional, Course Completion Certificate, 2016.

LANGUAGES

English (7.5 IELTS)

Full Professional Proficiency

Vietnamese

Native or Bilingual Proficiency