

# Pham Viet Anh

Unity Game Developer

## EXPERIENCES

### Gear Inc.

Mar 2021 - PRESENT

Unity Developer

- Investigate systems & making documents
- Implement new features, game mode
- Implement tech solutions
- Integrate partners SDKs
- Profiling & optimization



### Onesoft - Rocket Studio

May 2019 - Feb 2019

Unity Developer

- Develop lobby feature
- Implement enemy behaviors & abilities systems
- Maintain Level creator tool

### iWay Game Studio

Oct 2017 - Apr 2019

Unity Developer

- Making multiplayer RPG game from scratch
- Player movement & synchronize states
- Design the hero & enemy systems
- Develop player control & Lobby systems

## CONTACTS

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 [vietanhva-linkedin](#)

[Github Portfolio](#)

### Nam Viet Technology

May 2017 - Sep 2017

Unity Developer

- Making chess & slot games from scratch

### Long Tam Technology

Oct 2015 - Apr 2017

Unity Developer

- Develop some online casino games

## EDUCATIONS

### Post & Telecommunications Institute of Technology

2011 - 2016

Major: Information Technology

PROJECTS	
RPG MetaSlayers (Not published)	
<IMAGE>	<ul style="list-style-type: none"><li>- RPG online game</li><li>- Making multiplayer feature with Photon server</li><li>- Develop new features</li><li>- Code gameplay, player's control &amp; skills</li></ul>
Chess game (2016)	<ul style="list-style-type: none"><li>- Turn based online using Photon server</li><li>- Develop some gameplay logic &amp; animations</li><li>- Develop lobby's features: Profile, Mail, Shop, Leaderboard,..</li></ul>

## Dragon shooter - Dragon war (2020 - 2021)



- Shoot 'em up
- GooglePlay: <https://play.google.com/store/apps/details?id=com.rocket.dragon>
- Bug fixing
- Implement Boss skill & behaviors
- Implement enemy animations
- Implement dragon abilities
- Making new levels

## Jackal Squad (2021 - 2022)



- Shooting enemies
- GooglePlay: <https://play.google.com/store/apps/details?id=com.rocket.jackal.squad> -
- Working with artist & dev team to improve performance
- Implement UI screens
- Implement enemies logic & behaviors
- Implement UI & enemy animations

## M&M'S Adventure - Puzzle game (2022)



- Puzzle game
- GooglePlay: <https://play.google.com/store/apps/details?id=com.tiltingpoint.mnms>
- Develop lobby features
- Working with art team & migrate character 3D, Character's animations
- Bugs fixing (game board, season pass, logic)
- UI revamp
- Implement new booster items
- Implement new level nodes, environment VFXs
- Implement new character animations & cut scene narratives

## Bingo (2022 -2023)



- Puzzle game,
- GooglePlay: <https://play.google.com/store/apps/details?id=com.playstudios.myvegas.bingo>
- Investigate tech systems & making documents to support all feature teams
- Implement partner's plugin SDKs
- Implement the Dynamic Client Content systems & move data to CDN
- Fix & maintain the Simulation system. Out of sync data state bugs fixing.

<h3>XCOM (2023 - 2024)</h3> 	<ul style="list-style-type: none"> <li>- Google Play: <a href="https://play.google.com/store/apps/details?id=com.iridiumstarfish.butler">https://play.google.com/store/apps/details?id=com.iridiumstarfish.butler</a></li> <li>- Implement new features</li> <li>- Implement new PvE ladder game mode</li> <li>- UI revamp</li> <li>- Bugs fixing (FTUE, Events, heroes, items system,...)</li> </ul>
<h3>Match &amp; Score (2024 - Present)</h3> 	<ul style="list-style-type: none"> <li>- GooglePlay: <a href="https://play.google.com/store/apps/details?id=com.alleylabs.matchscore">https://play.google.com/store/apps/details?id=com.alleylabs.matchscore</a></li> <li>- Implement features, bugs fixing</li> <li>- Implement PvE Cup tournament game mode</li> <li>- Profiling &amp; optimize game performance</li> <li>- Work with server API &amp; blueprint data via ProtoBuf</li> </ul>

