DOAN QUOC VIET

Unity | Fullstack Game Developer

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Ha Dong, Ha Noi



ABOUT ME

A fourth-year Information Technology student at the Posts and Telecommunications Institute of Technology (PTIT). Possesses 2 years of experience working with Unity Engine. Eager to apply academic knowledge to real-world projects, contribute to the growth of the company, and gain more professional experience. Aiming to become a Senior Fullstack Game Developer within the next four years.

SKILLS

- Programming languages: C# (good), C++, Javascript, TypeScripts, Python.
- Technologies: Unity Engine (good), .NET 8, ReactJS (TypeScripts), NodeJS (Express), Postman, Docker.
- Database : MongoDB, PostgreSQL (good), MySQL, Redis.
- · Tools: Trello, Jira, Github, Gitlab, Fork.
- Other Skills: Game Design Pattern, SOLID principles, Gitflow dev, Problem Solving, Communication, Teamwork, Japanese (N5).

WORK EXPERIENCES

KIM Software Solutions

Intern (09/2023 - 12/2023)

- Familiarized with C#, Unity Engine, and version control using Git.
- Gained experience in integrating third-party services such as Ads, Firebase, and PlayFab into Unity projects.
- Developed two games: Textower and Connect Animal.

Fresher Unity Developer (01/2024 - 03/2025)

- Worked on the MetaRush project, utilizing Photon Quantum as the backend solution.
- Developed 2D/3D gameplay features using Unity Engine.
- Experienced in building UI components (Home, Settings, Inventory, In-Game Effects, etc.), as well as implementing save/load systems and camera effects.
- Implemented controller support for Xbox, PS4, and PS5 devices.
- · Applied the Agile methodology (Jira software) for project management and collaborated closely with artists to optimize UI design and workflow.

Junior Unity Developer (04/2025 - 08/2025)

- Worked on the Divine Intervention Chess project, directly communicating with the client regarding project requirements and progress.
- Optimized the alpha-beta pruning algorithm for the AI chess system to improve performance and decision accuracy.
- Contributed to building core systems such as Audio, UI and Observer Manager ...
- Gained experience with backend development using .NET, MongoDB, RESTful API, and WebSocket integration.

PROJECT



20/09/2023 - 15/10/2023

Genre: Hyper-Casual Educational Game

Description: Textower is an educational game where players must find and connect

letters to form meaningful English words within a limited time.

Technologies: Unity, C#, DOTween.

References: https://youtu.be/nEdlh6yhg1A

CONNECT ANIMAL

20/10/2023 - 25/12/2023

FRONTEND UNITY DEVELOPER (INDIE)

Genre: Puzzle / Pikachu Matching Game

Description: Connect Animal is a classic tile-matching puzzle game where players find

and connect identical images within a limited time.

Technologies: Unity, C#, DOTween, Lean Localization, Unity Ads, PlayFab, Google Play

In-App Purchase

References: https://www.vietunitydev.my/projects/1

METARUSH

1/2024 - 2/2025

FRONTEND UNITY DEVELOPER (TEAM SIZE 20+)

Genre: Battle Royale (NFT)

Technologies:

• Frontend: Unity (C#), DOTween, UniTask.

Backend: Photon Quantum

· Design Pattern: Singleton, Object Pooling, Observer, Factory.

Responsibilities:

• Built UI components including Home, Inventory, and Settings (audio, display, key binding), as well as in-game interfaces.

Developed controller support for Xbox, PS4, and PS5.

• Created camera effects (wall-following, transparency, zoom in/out) and gameplay visual effects.

 Collaborated with QA and testers via Jira to fix bugs and improve gameplay stability.

References: https://metarush.myria.com, https://www.vietunitydev.my/projects/2

DIVINE INTERVENTION CHESS

02/2025 - 08/2025

FRONTEND UNITY DEVELOPER (TEAM SIZE 5)

Genre: Chess/ Board Game

Technologies:

• Frontend: Unity (C#).

Thirty Services: Facebook Auth, Google Auth, Apple Auth, Playfab, Photon PUN.

• Design Pattern: Singleton, Object Pooling, Observer, Factory, Strategy.

Responsibilities:

• Contributed to building UI components including Home, Profile, Shop, Gameplay, and Leaderboard screens.

 Developed gameplay systems for classic Chess and Special Chess modes, and optimized the AI algorithm for better performance.

• Built and deployed game versions for WebGL (AWS hosting), Android, and iOS platforms.

References: https://diinterplay.com

PERSONAL PROJECTS

CHESS 2D

05/2025 - 07/2025

FULLSTACK DEVELOPER

Genre: Chess/ Board Game

Technologies:

- Frontend: Unity (C#), DOTween.
- Backend: .NET 8, Websocket, NewtonsoftJson, MongoDB.
- · Deploy: Docker, Nginx.

Responsibilities:

- Build a Backend using .NET with RESTful API for login, registration, and viewing match history. Also create a WebSocket Server to handle room creation, room management, in-room messaging, chess game logic, win/loss processing, and saving match results.
- Develop frontend using Unity Engine, applying design patterns, processing WebSocket messages to manage UI display and game logic.
- Build the application for the WebGL platform.
- Deploy the server and frontend to VPS. Use Docker to optimize server builds and ensure consistent runtime environments, use Nginx as web server to route API requests, handle WebSocket connections, and serve the Unity WebGL application.

References:

- https://www.vietunitydev.my/projects/4
- https://github.com/vietunitydev/NET-ChessServer.git
- https://github.com/vietunitydev/Unity-Chess2D.git

EDUCATION

09/2022 - Now

INFORMATION TECHNOLOGY

Posts and Telecommunications Institute of Technology

- Fourth-year student
- · Participated in the ICPC at the university level.
- Actively participates in technology conferences and events organized in collaboration between the university and industry partners.

CERTIFICATES

Unity Game Development Course - Green Academy (2023)

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