Nguyễn Thành Vương

Multi-platform Game developer

Ho Chi Minh City

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CAREER OBJECTIVE

A committed Unity game developer with a solid background in cross-platform optimization, multiplayer networking, and gameplay development. Having worked on both independent and solo games as well as major projects like Gameloft and Archmage Games Studio, I hope to use my experience to produce top-notch PC games with captivating gameplay loops and expandable systems. My professional objective is to become a Game developer with an emphasis on creating engaging player experiences while upholding performance and technological excellence.

EDUCATION

Vietnam National University Ho Chi Minh City,
University of Information Technology

Computer Science - Web Developer   2019 - 2023

Vinh University, High school for the gifted   2016 - 2018

WORK EXPERIENCE

Archmage Games Studio   **Ho Chi Minh City**

Unity game developer   ***July 2024 - Present***

Project: **Horror Co-op game prototype (In progress)**

Unity 3D, C#

- Drafted the first game concept, did research on similar titles, and experimented with different mechanics to shape the core gameplay loop.
- Developed several core systems of the prototype such as enemy spawning, AI behaviors, and navigation with NavMesh.
- Researched and implemented multiplayer networking using FishNet to test online features early.
- Spent time testing, balancing, and fixing bugs to make sure the prototype felt stable and fun to play.
- Helped coordinate work during the prototype phase: followed up on progress, jumped in to solve blockers, and supported teammates whenever they had issues.
- Took part in discussions with the team to align on gameplay direction, new ideas, and how to move the project forward.
- Looked for and tried out technical solutions that could keep the codebase cleaner and easier to maintain if the project grew bigger.

Project: **God of Weapons (DLC)**

Unity 3D, DOTS, ECS

- Working with designer, animator to create new enemies, weapons, bosses for game's DLC.
- Testing & fixing bugs in the game to implement game feel.

- Researching or creating new systems to apply in our project, make source code more easier for a long-term commitment.
- Link: [God of weapons](#)

FSL Gamehub   **Ho Chi Minh City**

Unity game developer, front-end developer   ***Feb 2025 - Nov 2025***

Project: **Tadokami** - Telegram mini game (Solo developer)

> Unity 2D, C#, Python, WebGL

Developed a complete auto RPG game featuring a turn-based combat system, character management, and Firebase backend integration.

Key Features:

- Core Systems:
    - Automatic Turn-based combat system and damage calculation
    - Firebase integration (Database, Firestore, Authentication, Analytics)
    - Mobile-optimized UI with pop-up system
- Unity Advanced Features:
    - Addressable Asset Loading - Dynamic asset management for WebGL optimization
    - Unity Localization Package - Multi-language support (JP/EN) with WebGL compatibility
    - Scriptable Object Data Management - Automated data architecture with code generation
    - Singleton Pattern System - Persistent managers across scenes
- Performance & Optimization:
    - Sprite Atlas System - Organized atlasing for UI, characters, backgrounds, VFX
    - Unity Profiler Integration - Performance monitoring and optimization
    - WebGL Deployment - Cross-platform with Telegram Mini App integration via jslib bridge
- Link: [Tadokami](#)

Project: **FSL Gamehub** - Telegram mini app, LINE mini app

> React, AI-Engineer

- Developed a comprehensive game hub application integrated with Telegram Mini App, LINE mini app
- Built multiple mini game modules, including coin flipping, scratch tickets, and task systems
- Integrated blockchain technology (Solana, Polygon) and cryptocurrency payment processing, Telegram Stars payment processing
- Implemented 3D animations, sound effects, and responsive UI design
- Link: [FSL Gamehub Telegram](#) [FSL Gamehub LINE](#)
- Analyzed and provided feedback on new update documentation and design proposals.
- Planned and assigned tasks to team members based on feature requirements and development priorities.

Gameloft - SAI Studio   **Ho Chi Minh City**

Game developer   *March 2023 - July 2024*

Project:

1. **Dragon Mania Legends:** Greed & train dragons.

   Working with C++ native & Gameloft engine (Porting)

   - Working with Designer to create new features or new events, then implementing them in the game's source.
   - Working with Tester to fix Gameplay/UI bugs such as: resize, misaligned, shader, rendering, LOD,... to increase users' experience.
   - Manage online server and user data, deploy new content for the next update, or support users' feedback.
   - Researching new technology or new updates from third-party (Google Play, ads,...) & applying it to the game's project.
   - Use Python & ReactJS to write & maintain automation scripts for tracking & managing Google Console Crash/ANRs data.
   - Optimize game rendering in multi-platform, low-end devices (Android, Windows).
   - Link: Dragon Mania Legends

2. **Asphalt 8 & 9:** Car racing games.

   Working with C++ native & Jet Engine (Creation)

   - Working with Tester to fix Gameplay/UI bugs such as: resizing, misaligned, rendering,... to increase users' experience.
   - Use Python to write automation scripts for publishing apps to the Microsoft Store & Amazon Store
   - Working with Java, XML to handle some problems on the Java side.
   - Use PHP to handle Server - Client API, game database (custom event, ads, local testing server, IAP).
   - Link: Asphalt 8 Asphalt 9

Mobile World Investment Corporation   **Ho Chi Minh City**

Data Scientist internship   *June 2022 - October 2022*

- Crawl & analyze data from other E-Commerce Website to help another departments write newspaper or adjust business strategy of company's product.
- Learning how to using Deep Learning to develop Computer Vision system.
- Researching and developing Face & Object recognition systems for improving automation.

Freelancer   **Nghe An Province**

Teaching Assistant & Web developer   *June 2021 - December 2021*

- Supporting and mentoring secondary school or high school students to participate in competitive programming at the Provincial/National level.
- Teaching C++ basics to adult people.
- Creating & developing a website for the teaching center.

CERTIFICATIONS

Vietnamese Olympiad in Informatics   2018
Third prize
Nghe An Province Olympiad in Informatics   2018
First prize

SKILLS & INTERESTS

Technical skills
- Strong knowledge of main language: C++/C#, Python
- Web development knowledge: HTML, CSS, PHP, JavaScript
- Experience in working with: Server, Client, Cloud, Database
- Experience in working with Jira, Git, Git CI/CD, SVN
- Android development: Java, SDK, NDK, ReactJS
- Game development: Jet Engine, ActionScript3, Unreal Engine, Unity 2D, Unity 3D, Blender, Zbrush, Houdini
- Experience in database design and development: SQL Server, MongoDB
- Having knowledge in developing applications: OOP, MVC, RestAPI
- Good at Mathematics, Data structures & Algorithms
- Experience in working with Business Analyst, Tester

Soft skills:
- Teamwork, Communication skills, Proactive
- Analytical, Logical thinking, Problem Solving
- Good sense of designs: Enjoy working with designers
- Fast learning, quick adapt with new source-code, tools and technology
- Working under pressure, time management

Language: Vietnamese, English