Nguyễn Xuân Quý

Unity Developer

I am a Unity Developer with 2 years of experience in developing Casual, Hyper Casual and Hybrid Casual games. Proficient in C# and Unity, I specialize in creating game mechanics and have expertise in technologies such as Unity ECS, Shader Graph, Editor Window, Particle System... Additionally, I have experience mentoring and guiding junior game developers.

MY INFORMATION

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- 📍 Ha Noi, Viet Nam

EDUCATION

FPT UNIVERSITY - GPA 3/4

SOFTWARE ENGINEERING

10/2018   -   12/2022

SKILLS

UNITY
GameObject, Unity ECS, Job, Canvas UI, Shader Graph, Editor, URP, Particle System...

DATABASE
SQL Server, Firebase DB, MongoDB

OTHER
Google AdMob, Git, Firebase

WORK EXPERIENCES

12/03/2023   -   25/02/2024

APERO TECHNOLOGY GROUP

UNITY DEVELOPER
- 1 year as Unity Developer.

03/03/2024   -   Hiện tại

OHZE GAME STUDIO

UNITY DEVELOPER
- 1 year as Unity Developer.

PRODUCTS

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Ohze Game Studio
Hero Tower Survival

Demo: https://www.youtube.com/watch?v=h4W-zj7RFk0
Description: A Hybrid Casual game, you need to upgrade your tower, upgrade equipment and weapons of the tower floors to overcome the large waves of monster attacks.

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Ohze Game Studio
Screw Jam Puzzle: Nuts & Bolts

Demo: https://youtu.be/6TOUTR4DZ90

Technology:

Most of the background and nail colors and effects are done using Shader Graph so that there is not much Artist help needed.

All the levels are converted from the game Screw Jam by Rollic Games using AssetRipple and Unity Editor.

Description: A Hyper Casual game, the player uses their finger to click on the studs attached to the panel so that the color and shape match the container displayed above.

Ohze Game Studio

Dot Army - Idle Game

Demo: https://youtu.be/i8loqM4q6u0

Technology: Levels created through the tool are created through the Editor Window

Description: An Idle Strategy game, players need to buy troops and upgrade them, the troops that are born will automatically attack the target. The game ends when all of the player's troops are destroyed or the entire level is passed.

Ohze Game Studio

Flag Drawing Puzzle Games

Demo: https://youtu.be/JKKXDGzIzec

Description: A Hyper Casual game, players need to choose colors from the given colors to color the flags of the countries accurately.

Apero Technology Group

Tangle Master

- *Demo*: https://youtu.be/b2Ads01KStc
- *Technology*: Use Shader Graph to create special wire and background effects
- *Description*: A Hyper Casual game, players use their fingers to pull the ends of the strings to untangle the entire string, the game ends when all the strings are untangled or time and moves run out.

Apero Technology Group

Fashion Famous

- *Demo*: https://youtu.be/enIPBwZa5_U
- *Technology*: The game uses NavMesh so the bots can find their way to the clothes' location.
- *Description*: A Hyper Casual game, players need to control the character to choose clothes according to a given theme, then will be scored and ranked with other opponents. In addition, the game also has a story mode.