



Quyên Vương

Game Developer

PROFILE

Game developer and engineering leader with 10+ years of experience building Unity-based games, XR applications, backend-integrated systems, editor tools, and production workflows across Japan and Vietnam.

Experienced across simulation games, match-3, turn-based card games, idle games, blockchain games, VR/XR, gameplay systems, networking, APIs, UI, AI-related features, and internal development frameworks. I focus on building scalable systems, improving team productivity, and delivering production-ready features in collaboration with cross-functional and international teams.

Currently leading Unity engineering efforts, mentoring developers, defining technical direction, and designing workflows for engineers working with AI agents. I am interested in applying game development, software architecture, and leadership experience to broader product and technology challenges.

EMPLOYMENT HISTORY

Unity Team Leader & Engineering Manager · HypeReel Vietnam (YGG Vietnam) Sep 2024 – Present
Vietnam

- Oversee all client game development processes on the engineering side.
- Design and maintain in-house game development framework.
- Evaluate and define tech stack and technical direction for company projects.
- Lead hiring process and mentorship programs for the engineering team.
- Participate in game design discussions to provide technical feedback on features.
- Manage team operations and contribute to broader organizational planning.
- Collaborate with overseas engineers and cross-functional teams to achieve high-quality production and delivery.
- Design workflows, skill standards, and pipelines for engineers co-working with AI agents.
- Deliver high-quality productions in the Web3 game industry.

Tech stack: Unity WebGL · AI Agent · AWS · GCP · Jenkins · GitHub Actions

Senior Unity Developer · Thankslab VN Apr 2024 – Feb 2026
Ho Chi Minh, Vietnam

- Implemented native plugins for Google, X (Twitter), and LINE login service integrations.
- Reworked and improved the networking system architecture.
- Designed new development workflow and coding standards for the Vietnam team.
- Conducted code reviews and mentored junior developers.
- Collaborated with Japan-side engineers to ensure smooth cross-team development.

(Apr 2024 – Jul 2024: onsite · Aug 2024 – Feb 2026: remote freelancer)

VR Game Developer · Thirdverse.inc Jun 2022 – Jan 2023
Tokyo, Japan

- Implement Game-play logic and game battle system.
- Research and implement shader and VFX for battle scenes and environment.
- Worked as a bridge engineer, designing, and implementing back-end game systems, translating and managing the communication between the Japan team and the US team.

Platform: Meta Quest 2, Pico, PSVR2

Technologies:

- Unity: Addressable, VContainer, Shader Graph, Final IK, A* Path Finding,...

DETAILS

PHONE

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EMAIL

jvincewang@gmail.com

LOCATION

Kanagawa Prefecture, Japan

DATE OF BIRTH

1992

BIRTH PLACE

Vietnam

LINKS

LINKEDIN

linkedin.com/in/vince-wang

PSM2 CERTIFICATE

bit.ly/3qAW6kD

PORTFOLIO

jvincew.github.io

QIITA BLOG

qiita.com/jvince

SKILLS

C#



Unity



PlayFab



Git



Java



C++



PostgreSQL



MongoDB



Python



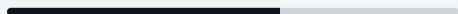
AWS



Agile Scrum



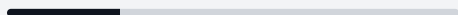
Microsoft Azure



Perforce



Shell



Cocos2d-x

MySQL

LANGUAGES

Vietnamese — *Advanced*

Cantonese — *Advanced*

Japanese — *Upper intermediate*

English — *Lower intermediate*

Chinese — *Lower intermediate*

HOBBIES

Coding, Streaming Coding,...

Play Guitar, MOBA games, Basketball

Watch anime, manga...

- UE4 C++, UE4 Blueprint.

Client Engineer · 10ANTZ Co.Ltd

Jun 2019 – May 2022

Japan

- Design and develop the game core system, Unity editor tool to speed up the development process.
- Implement game features and improve the existing game system.
- R&D team, focus on research and create XR application prototype.

System Engineer - BrSE - Technical Support · Pocket Queries Co.Ltd

Jun 2018 – Apr 2019

Japan

- Focus on developing training simulation applications in VR environment.
- Take part in working support system development on MR environment.
- Working with Openpose AI lib to capture real animation bone and parse it into Unity 3D model.
- Focus on improving development process management.
- Management Vietnam team schedule.
- Work as bridge system engineer between Vietnam side and Japan side.
- Work as a technical consultant, working directly with clients to propose solutions to their problems.

System Engineer - Team Sub Leader · GREST Co.Ltd - CyberAgent

Jan 2015 – May 2018

Japan

- Focus on implementing game features and improving development process management on new game projects.
- Conducted research on Unity assets to implement into our project.
- Participated in code review processes and formulated designing standards.
- Designed and developed the game core system.
- Designed and developed Unity Editor tool to speed up development time and operation process.
- Implemented game events, maintained game server.
- Migrated game chatting database from MongoDB to PostgreSQL.
- Participated in new game prototype development on Cocos2d-x.
- Managed team schedule, broke down task list, discussed and adjusted development timetable.

Programmer · FUJINET SYSTEM JSC

Jul 2014 – Dec 2014

Ho Chi Minh, Viet Nam

- Implement MS Reporting Service into product.

Programmer · Chingluh Viet Nam

May 2013 – Jun 2014

Viet Nam

- Translated documents and communication between Vietnamese development team and Chinese customer.
- Team schedule management, maintained, designed, and developed features based on requirements.

EDUCATION

Bachelor's Degree in Software Development

Nov 2010 – Apr 2013

Saigon Technology University, Viet Nam

Certificate of Developing Program with C#

May 2013 – Jul 2013

University of Science Ho Chi Minh City, Viet Nam

Certificate of JLPT N2 Level

Aug 2018

Self Study, Tokyo, Japan

PSM2

Self Study

Self-study PSM based on experience from the workplace. Took certificate after a year of applied Scrum in development.

TECHNICAL DETAIL

Unity

- Asset management: Addressable, Unity Legacy AssetBundle
- Game-play packages: A* Path Finding, Unity Navmesh Agent, Odin Serializer, Final IK, Shader Graph, VContainer (DI), Cinemachine, Unity Native Plugin, Unity XR Interaction Toolkit, haptic plugins, Unity Input System, Netcode for GameObjects, TextMesh Pro, DOTween, Enhanced Scroller,...
- Systems: Job System, UniTask.
- Tracking & analytics: Unity IAP, Firebase Remote Configuration.
- Networking: Photon PUN, Photon Fusion, MessagePack, MagicOnion, PlayFab.
- CI/CD: Jenkins, GitLab Runner, GitHub Actions, Python, Fastlane.

UE4 / UE5

- UE C++, UE Blueprint.

Back End

- AWS cloud services, Azure Functions, PlayFab,...

FREELANCE PROJECTS

Unity Game Development Team Lead · Wanaka Tech Ltd May 2021 – Present Tokyo

- Research, design, and implement game core system and tools to speed up the development process.
- Decide technologies to use in production; take part in development and code review with the team.
- Manage team schedule. Scrum master.

Platform: PC Standalone, macOS Standalone, iOS, Android

Technologies:

- Unity: Addressable, VContainer, Shader Graph, Final IK, A* Path Finding,...

Unity Game App Development · Mirabo Global JSC Jan 2019 – Present Tokyo

- Developing XR games and applications for Japan clients.
- Working directly with clients to propose solutions for their problems.
- Research and implement new technology to resolve client problems.
- Bridge System Engineer.
- Mentor for members at any level; skill-up and support members to resolve problems.