



Vuong Que Quyen

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 an 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.
- Research and apply AI into engineer team to maximize the productivity of engineer team. Achieved target of 70% game code and in game asset generated by AI agents/tools
- Hiring and training freshers into the 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 integration.
- Reworked and improved the networking system architecture.
- Designed a 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 — Present
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:

DETAILS

LOCATION
Ho Chi Minh City, Viet Nam

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+84 032 9698 660

EMAIL
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BORN
1992, Vietnam

LINKS

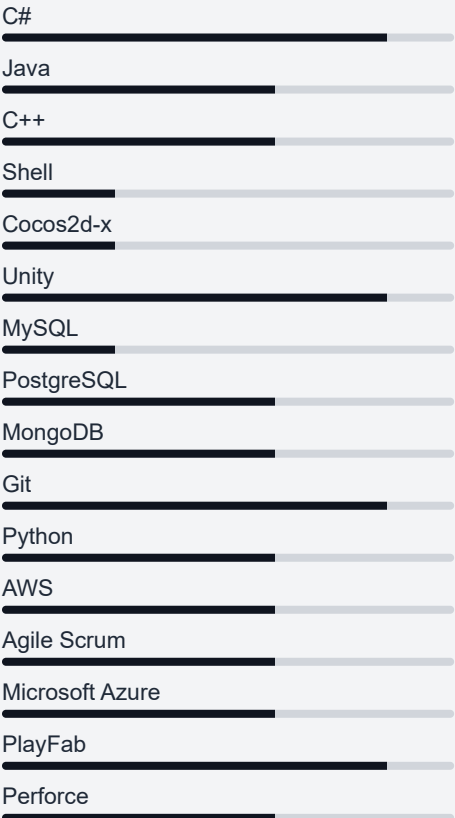
LINKEDIN
www.linkedin.com/in/vince-wang-b30b8612a

PSM2 CERTIFICATE CONFIRM
bit.ly/3qAW6kD

PORFOLIO
vincewang.dev

QIITA BLOG
qiita.com/jvince

SKILLS



LANGUAGES

Vietnamese — *Advanced*

English — *Lower intermediate*

Japanese — *Upper intermediate*

Chinese — *Lower intermediate*

Cantonese — *Advanced*

HOBBIES

- Coding, Streaming Coding,...
- Play Guitar, MOBA games, Basketball
- Watch anime, manga...

- Unity: Addressable, VContainer, Shader Graph, Final IK, A* Path Finding,...
- 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 existed 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 Unity asset 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 event, maintained game server.
- Migrated game chatting's database from MongoDB to PostgreSQL.
- Participated in new game prototype development on Cocos2d-x.
- Manager team schedule, break down task list, discuss and adjust 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 document and communication between Vietnamese develop team and Chinese customer.
- Team schedule management, maintained, designed, and developed features based on the requirement

EDUCATION

Bachelor's Degree In Software Development — Saigon Technology University

Nov 2010 — Apr 2013

Viet Nam

Certificate of Developing Program with C# — University Of Science Ho Chi Minh City

May 2013 — Jul 2013

Viet Nam

Certificate of JLPT N2 level — Self Study

Aug 2018

Tokyo, Japan

PSM2 — Self Study

Self-study PSM base on experience from the workplace. And take certificate after year of applied scrum in development.

TECHNICAL DETAIL

Unity

- Asset management: Addressable, Unity Legacy AssetBundle
- Game-play package: A* Path Finding, Unity Navmesh Agent, Odin Serializer, Final IK, Shader graph, VContainer (DI plugin), Cinemachine, Unity Native Plugin, Unity XR interaction toolkit, some haptic plugin, Unity Input System, Netcode for gameobject, TextMesh Pro, DOTween, Enhanced Scroller,...
- System: Job System, UniTask.
- Tracking, and analysis: Unity IAP, Firebase Remote Configuration.
- Networking: Photon PUN, Photon Fusion, Message Pack, MagicOnion, PlayFab system.
- CI/CD: Jenkins, Gitlab runner, Github action, Python, Fastlane.

UE4, 5

- UE C++, UE Blueprint.

Back end

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

AI agent team

- Research and apply AI to the development workflow. Reach a target of 70% of code written by AI agents

FREELANCE PROJECTS

Unity Game Development Team Lead, Wanaka Tech Ltd Tokyo

May 2021

- Research, design, and implement game core system, tools to speed up the development process.
- Decide technologies to use inside our production. Take part in the development process and review code with the team.
- Management 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 Team, Mirabo Global JSC Tokyo

Jan 2019

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