



QUYEN VUONG

Game Developer /
Scrum Master

Contact

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Skills

C#



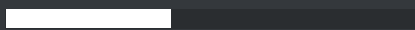
Java



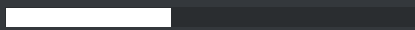
C++



Shell



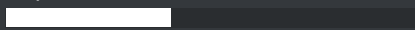
Cocos2d-x



Unity



MySQL



A software developer from Ho Chi Minh City, Vietnam, moved to Japan to start my game development career in Jan 2015 until now. With several years of developing game experience as a full-stack engineer. My experiences span across genres, from simulation games to Match 3, turn-based card games, idle games, and blockchain games... as well as a broad range of disciplines including network, API, Editor tools, gameplay, generic system, AI, UI programming,... I consider myself a combination of passionate and disciplined. I love pushing my limits by learning new techniques and technologies. Besides engineering experience, I'm also playing leadership roles in some projects, After years of working in the game industry, I decided to take on new challenges. I'm thinking of creating new things to solve more problems from a wider perspective.

Work History

2022-06 -

Current

VR Game Developer

Thirdverse.inc

- 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...
- UE4 C++, UE4 Blueprint.

2019-06 -

2022-05

Client Engineer

10ANTZ Co.Ltd

- 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

2019-01 -

Current

Side Project - Unity Game App Development Team

PostgreSQL

MongoDB

Python

AWS

Agile Scrum

Microsoft Azure

PlayFab

Source and Version Control:
Git, P4, PlasticSCM,...

Project Management

Unreal Engine: 4, 5

Languages

Vietnamese

English

Japanese

Chinese

Cantonese

MIRABO JSC

- 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.

2021-05 -
2021-12

Side Project - Unity Game Development Team Lead

Wanaka Tech Ltd

- Led development teams in building system, data and application-level interfaces and functional relationships.
- Research, design, and implement game core system, tools to speed up the development process
- Decide technologies stacks to use inside production to speed up and easier scaled up system
- 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,...

2018-06 -
2019-04

System Engineer - BrSE - Technical Support

Pocket Queries Co.Ltd

- 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.

2015-01 -
2018-05

System Engineer - Team Sub Leader

GREST Co.Ltd - CyberAgent

- 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.

2013-05 -
2014-06

Programmer

Chingluh 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

2010-11 -
2013-04

Bachelor's Degree: Software Development

Saigon Technology University

2013-05 -
2013-07

Certificate: Developing Program with C

University Of Science Ho Chi Minh City

2018-08 -
2018-07

Certificate: JLPT N2 level

Self Study - Tokyo

PSM2: Self Study

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

Technical Details

- Asset Management: Addressable, Unity Legacy AssetBundle
- Path Finding: A* Path Finding, Unity Navmesh Agent
- Editor Tools: Odin Serializer
- Animation: Final IK, Cinemachine
- Graphic: Shader graph
- DI: VContainer
- Native: Unity Native Plugin
- Networking and Multiplay: Netcode for GameObject, UE GameFramework, Photon PUN, Message Pack, MagicOnion, PlayFab system, Firebase Remote Configuration
- CI/CD: Jenkins, Gitlab runner, Github action, Python, Fastlane,...
- Others: Unity XR interaction toolkit, some haptic plugins, Unity Input System, TextMesh Pro, DOTween, Enhanced Scroller, Job System, UniTask, Unity IAP,...