

Pham Viet Anh

Unity Game Developer

EXPERIENCES

Gear Inc.

Mar 2021 - PRESENT

Unity Developer

- Investigate systems & making documents
- Implement new features, game mode
- Implement tech solutions
- Integrate partners SDKs
- Profiling & optimization

Onesoft - Rocket Studio

May 2019 - Feb 2019

Unity Developer

- Develop lobby feature
- Implement enemy behaviors & abilities systems
- Maintain Level creator tool

iWay Game Studio

Oct 2017 - Apr 2019

Unity Developer

- Making multiplayer RPG game from scratch
- Player movement & synchronize states
- Design the hero & enemy systems
- Develop player control & Lobby systems

Nam Viet Technology

May 2017 - Sep 2017

Unity Developer

- Making chess & slot games from scratch

Long Tam Technology

Oct 2015 - Apr 2017

Unity Developer

- Develop some online casino games



CONTACTS

 [phamvietanh307](#)

 vietanhva.pva@gmail.com

 [vietanhva-linkedin](#)

[Github Portfolio](#)

EDUCATIONS

Post & Telecommunications Institute of Technology

2011 - 2016

Major: Information Technology

PROJECTS

RPG MetaSlayers (Not published)

<IMAGE>

- RPG online game
- Making multiplayer feature with Photon server
- Develop new features
- Code gameplay, player's control & skills

Chess game (2016)

<IMAGE>

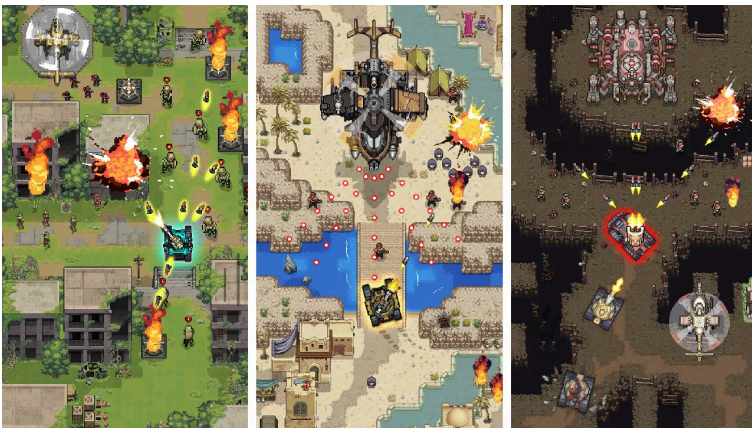
- Turn based online using Photon server
- Develop some gameplay logic & animations
- Develop lobby's features: Profile, Mail, Shop, Leaderboard,..

Dragon shooter - Dragon war (2020 - 2021)



- Shoot 'em up
- GooglePlay:
<https://play.google.com/store/apps/details?id=com.rocket.dragon>
- Bug fixing
- Implement Boss skill & behaviors
- Implement enemy animations
- Implement dragon abilities
- Making new levels

Jackal Squad (2021 - 2022)



- Shooting enemies
- GooglePlay:
<https://play.google.com/store/apps/details?id=com.rocket.jackal.squad>
- Working with artist & dev team to improve performance
- Implement UI screens
- Implement enemies logic & behaviors
- Implement UI & enemy animations

M&M'S Adventure - Puzzle game (2022)



- Puzzle game
- GooglePlay: <https://play.google.com/store/apps/details?id=com.tiltingpoint.mnms>
- Develop lobby features
- Working with art team & migrate character 3D, Character's animations
- Bugs fixing (game board, season pass, logic)
- UI revamp
- Implement new booster items
- Implement new level nodes, environment VFXs
- Implement new character animations & cut scene narratives

Bingo (2022 -2023)



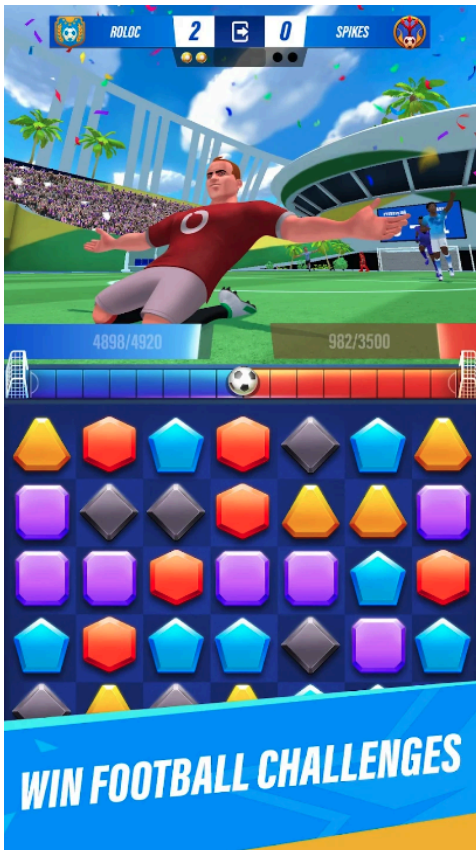
- Puzzle game,
- GooglePlay: <https://play.google.com/store/apps/details?id=com.playstudios.myvegas.bingo>
- Investigate tech systems & making documents to support all feature teams
- Implement partner's plugin SDKs
- Implement the Dynamic Client Content systems & move data to CDN
- Fix & maintain the Simulation system. Out of sync data state bugs fixing.

XCOM (2023 - 2024)



- Google Play: <https://play.google.com/store/apps/details?id=com.iridiumstarfish.butler>
- Implement new features
- Implement new PvE ladder game mode
- UI revamp
- Bugs fixing (FTUE, Events, heroes, items system,..)

Match & Score (2024 - Present)



- GooglePlay: <https://play.google.com/store/apps/details?id=com.alleylabs.matchscore>
- Implement features, bugs fixing
- Implement PvE Cup tournament game mode
- Profiling & optimize game performance
- Work with server API & blueprint data via ProtoBuf

