

TRAN NGUYEN THUY LINH

Game Developer

Email: trlinh1211@gmail.com | Phone: +84 868125302 | Website: lingdev.io.vn

Objective

Motivated and detail-oriented Unity Game Developer passionate about crafting immersive, high-quality gameplay experiences. I aim to contribute my technical expertise and creative problem-solving to build fun, polished games that resonate with players worldwide.

Skills & Abilities

Unity Game Developer with 2+ years of experience building engaging 2D/3D gameplay using C#. Skilled in clean, modular system design, OOP, and architecture patterns such as event-driven design and state machines. Implemented combat systems, UI, AI behaviors, and in-game tools optimized for both mobile and PC platforms. Proficient with Git, DOTween, Addressables, and Unity's profiling tools. Strong collaborator in agile environments with a problem-solving mindset.

Experience

ONEUNIVERSE VN — Unity Game Developer (Jan 2023 – Jun 2025)

- Developed and optimized turn-based RPG gameplay systems, including gacha mechanics, UI reskinning, and FPS prototypes.
- Collaborated in rapid prototyping and multi-project development cycles.

MOLA INTERACTIVE — Game Operation (Jun 2022 – Dec 2022)

- Analyzed player behavior and provided insights for gameplay improvements.
- Supported live operations, data reporting, and community engagement.

Projects

Monster Town — Personal Project | Puzzle

- Designed and implemented Match-3 mechanics with combo and move systems.
- Built board generation, tile swap logic, and animation flow using Unity (C#).

Champions Arena — OneUniverse VN | Turn-Based RPG

- Developed gacha system and battle UI for turn-based RPG.
- Integrated data handling via ScriptableObjects and server APIs.

Tile Match Game — Personal Prototype | Puzzle

- Focused on UI/UX polish and level progression using DOTween & Addressables.

Education

University of Transport HCMC — Computer Networks and Data Communications

Applied technical knowledge to real-time systems and interactive applications, later transitioning into game development.

Green Academy — Game Developer

Self-learned Unity and C# programming during university. Built projects focusing on gameplay mechanics, UI, and system design.