

TRAN NGUYEN THUY LINH

Unity Game Developer

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OBJECTIVE

Unity Game Developer with 3+ years of experience specializing in gameplay systems, UI architecture, and automated deployment pipelines. Seeking to contribute to a professional game development team by building scalable systems and delivering polished player experiences.

TECHNICAL SKILLS

- Programming: C#, OOP, Design Patterns (Event-driven, State Machines)
- Game Engines: Unity (Gameplay & UI), Cocos Dashboard (Minigames)
- Systems & Mechanics: Combat systems, Gacha mechanics, Data-driven design
- Optimization: Unity Profiler, Performance tuning for mobile
- DevOps & Tools: CI/CD (Jenkins), Git, DOTween, Addressables

PROFESSIONAL EXPERIENCE

RIDDLERS | Unity Game Developer (Aug 2025 – Apr 2026)

- CI/CD & Automation: Implemented and managed CI/CD pipelines using Jenkins to automate build processes.
- System Maintenance: Maintained and extended gameplay systems for the live project Champions Arena.
- UI Optimization: Refined UI logic and responsiveness, reducing iteration time for the design team.
- Team Collaboration: Collaborated with designers and artists to refine gameplay feel and player feedback.

ONEUNIVERSE VN | Unity Game Developer (Jan 2023 - Jun 2025)

- RPG Systems: Developed core gameplay for a turn-based RPG, including gacha mechanics and battle interfaces.
- Modular Architecture: Built modular UI systems using ScriptableObjects to support dynamic data updates.
- Prototyping: Participated in rapid prototyping for multiple R&D projects.

MOLA INTERACTIVE | Game Operation (Jun 2022 - Dec 2022)

- Analyzed player behavior and suggested system improvements to enhance retention.
- Supported live operations, reporting, and community-driven activities.

KEY PROJECTS

Champions Arena (CA) – Turn-Based RPG

- Worked on live operations, primarily focusing on implementing and maintaining in-game events based on existing systems. Customized configurations for seasonal and limited-time events (e.g. gacha rates, rewards, event flows).
- Maintained and extended existing gacha and battle UI systems, ensuring stability and compatibility with newly introduced content.
- Identified and resolved both legacy and newly introduced bugs across gameplay systems, improving overall game stability and user experience.
- Replaced and updated seasonal event content, ensuring smooth transitions between versions without breaking existing features.
- Handled build preparation and deployment for multiple game updates, supporting release cycles and QA processes.
- Collaborated with designers and QA to validate event logic, gameplay flow, and ensure accurate implementation of design specifications.

BZ – FPS Prototype

- Built a modular and reusable gameplay UI framework tailored for FPS mechanics, including crosshair behavior, health system, and ammo tracking.
- Implemented real-time visual feedback systems such as hit markers, damage indicators, and shooting responses, tightly synchronized with gameplay logic to enhance player immersion.
- Optimized UI updates for performance, ensuring minimal latency between player input and on-screen feedback.

CD – Merge Game Prototype

- Designed and implemented interactive UI/UX systems, focusing on drag-and-drop interactions, merge feedback, and visual clarity.
- Enhanced overall game feel by integrating responsive animations, visual effects, and feedback loops to make interactions more satisfying and intuitive.
- Iterated on UI and player experience based on testing, improving usability and ensuring a smooth gameplay loop.
- Collaborated with designers to refine interaction details and maintain consistency between gameplay mechanics and visual feedback.

Ballz – Minigame (Riddlers)

- Developed using Cocos Creator, responsible for core gameplay systems, UI implementation, and overall game logic.
- Focused on delivering smooth performance and responsive controls across devices, ensuring a polished and engaging casual gameplay experience.
- Optimized rendering and input handling to maintain stable performance under various gameplay conditions.

TileMatch – Puzzle Prototype

- Executed a complete UI reskin to modernize the visual style, improving usability and aligning with current casual game trends.
- Implemented key meta-features such as Daily Login rewards and level progression systems to increase player retention.
- Improved user experience through better layout structure, feedback animations, and clearer progression indicators.

EDUCATION

University of Transport HCMC - Computer Networks and Data Communications
Green Academy - Game Development (Unity, C#)