

Hưng Vũ

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Portfolio: hungvu-gamedev.pages.dev

PROFESSIONAL SUMMARY

Dedicated and highly skilled Game Developer with 5+ years of experience in Unity and C#, specializing in building scalable, robust, and clean codebases for large-scale projects. Adept at designing flexible, highly reusable core modules that streamline production pipelines and optimize development costs. Passionate about applying advanced software engineering patterns and optimization techniques to deliver high-performance gaming experiences.

EDUCATION & LANGUAGES

Hanoi University of Science and Technology (HUST)

Bachelor in Automation Engineering (Elite Tech Program) | 2017 – 2021

Languages: Vietnamese (Native), English (Proficient, TOEIC 785)

TECHNICAL SKILLS & COMPETENCIES

- Game Engines & Languages: Proficient in Unity and advanced C#.
- Architecture & Design Patterns: Strong foundation in Clean Architecture, Dependency Injection (DI, VContainer), MVP Pattern, SOLID principles, and OOP. Skilled at implementing Data Structures & Algorithms within game logic.
- Unity Ecosystem Modules: UniTask, UniRx (R3), DOTween, Addressables, Unity IAP.
- Multiplayer & Backend: Photon (Quantum), PlayFab, REST API integration.
- DevOps & Tools: Git, Firebase (Analytics, Remote Config), Ads & Mediation SDKs (IronSource, AppLovin MAX), Adjust, Google UMP consent.
- Foundational Science: Solid background in mathematics and physics (3rd Prize in City-level Physics Competition).

WORK EXPERIENCE

Archer Game

07/2026 – Present

- Developed live events and meta features for Idle Tycoon games on Android and iOS.
- Contributed to the studio's shared core framework: reusable Unity packages for SDK integration, app boot, UI and camera, built on VContainer DI.
- Developing gameplay, UI and monetization features for an upcoming idle tycoon title.

Unimob Game Studio

04/2025 – 03/2026

- Developed Idle Tycoon games for Android and iOS platforms.
- Architected and implemented core gameplay features, progression systems, and complex balance/stat formulas.
- Deployed Clean Architecture and clean coding standards to design foundational core modules for future studio projects.

Adone

05/2024 – 01/2025

- Served as a core project member, actively contributing to game ideation, coding, and comprehensive performance optimization.
- Optimized critical performance metrics including rendering, memory management, and loading times to ensure seamless 3D gameplay.
- Developed 3D Puzzle games for both Android and iOS.

- Developed 3D multiplayer Casual and Midcore games for Android and iOS.
 - Utilized Photon networking framework for real-time multiplayer implementation.
 - Designed and customized game backend systems leveraging PlayFab.
 - Maintained live-ops products and integrated 3rd-party SDKs (Firebase, IronSource, MaxSDK, etc.).
 - Contributed to company-wide code templates and architectural standards.
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KEY PROJECTS

Idle Dungeon Keeper Tycoon RPG (07/2026 - 09/2026)

Unity Developer

- Live Events: Built Pet Event, Main Event, and a Side Event system with group-based rotation, rankings, milestone rewards, and reward mail.
- Core Features: Implemented the Medal system (stat buffs into battle equipment), Arena ranking sync, Popular Item, and Alliance Offer UI and tracking.
- Analytics: Added a device whitelist that suppresses SDK init and Firebase auto-collection on internal test devices.
- Product link: play.google.com/store/apps/details?id=com.archer.idle.dungeon.keeper.tycoon.rpg

Idle Defense Tycoon (10/2025 - 03/2026)

Key Developer

- Challenge & Achievement: Collaborated with another developer to design the base project architecture, ensuring high scalability, seamless integration capabilities, and enhanced performance baselines for subsequent projects.
- Core Features: Implemented skills, heroes, monsters, battle systems, team positioning, comprehensive tutorials, and progression maps.
- Live-Ops & Monetization: Integrated Daily Quests, Daily Login rewards, X2 Profit mechanics, Leaderboards, and In-App Purchase (IAP) shops.
- Product link: play.google.com/store/apps/details?id=com.unimob.idle.defense.tycoon

Idle Goblin Valley (04/2025 - 09/2025)

Unity Developer

- Challenge & Achievement: Collaborated with the development team to design gameplay systems, boss skills, heroes, dungeon systems, and squad formations.
- Core Features: Developed tutorials, world maps, events, BattlePass, Daily Logins, X2 Profit, and Leaderboards.
- Monetization: Implemented IAP bundles, First-Purchase incentives, gift packs, items, and in-game shops.
- Product link: play.google.com/store/apps/details?id=com.unimob.goblin.idlelife

Coffee Please (07/2024 - 12/2024)

Key Developer

- Challenge & Achievement: Designed an engaging merge-sort algorithm and built modular 3D puzzle components while applying optimization techniques to ensure ultra-smooth gameplay.
- Core Features: Implemented full-tier features meeting industry standards for modern puzzle titles.
- Product link: play.google.com/store/apps/details?id=com.coffeeplease.packingpuzzle

Hexa Jam (05/2024 - 07/2024)

Key Developer

- Challenge & Achievement: Overcame initial 3D puzzle design hurdles by architecting complex logic for automatic queue-sorting while handling continuous user input smoothly. Resolved algorithm complexities regarding automated color generation and box sorting.
- Tooling: Programmed custom editor tools that empowered Game Designers (GD) to build and deploy maps efficiently.
- Product link: play.google.com/store/apps/details?id=com.hexa.jam.puzzle

Special Force Knight Multiplayer (07/2023 - 01/2024)

Key Developer

- Challenge & Achievement: Led 80% of the development for the studio's first real-time online multiplayer game.
- Tech Stack: Integrated Photon Quantum and utilized Unity's Entity Component System (ECS) to handle high-density multiplayer interactions seamlessly.
- Core Features: Implemented TeamUp modes, Global Leaderboards, and Inventory systems.