

Nguyen Tuan Duong

Game Developer | Unity Developer

Hanoi, Vietnam | tuandung152004@gmail.com | 0363340068

LinkedIn: linkedin.com/in/tunduongg | GitHub: github.com/koezyrs

Professional Summary

Unity Game Developer with 3 years of experience shipping mobile casual and hybrid-casual games on Android and iOS. Strong in C# gameplay systems, live-ops features, Ads/IAP, Firebase, and mobile performance optimization. Proven impact across FPS, build size, load time, crash rate, and production tooling in teams of 8-16 people.

Technical Skills

Languages and Engine: C#, Unity 2022 LTS, Unity 6 (6000.x), DOTween

Gameplay Systems: Unity Physics, modular gameplay state flows, event-driven UI/economy/rewards, physics puzzles, inventory, quests, save/load

Mobile and Live Operations: Ads, IAP, Firebase Analytics, Firebase Remote Config, push notifications, battle pass, events, ranking, economy and reward loops

Performance: Unity Profiler, Firebase Crashlytics, Unity Addressables, memory/GC and draw-call optimization, asset/atlas compression, device-tier graphics, asynchronous loading, object pooling

Platforms and Tools: Android, iOS, WebGL, Git, Trello, Figma

Professional Experience

Unity Developer | Bombus Studio JSC

Hanoi, Vietnam | Jun 2023 - Present

- Shipped C# gameplay systems, UI/state flows, live-ops features, and Android/iOS releases across action roguelite, idle RPG, simulation, makeover, and physics-puzzle games in teams of 8-16 people.
- Integrated Ads/IAP, Firebase Analytics, Firebase Remote Config, push notifications, and Firebase Crashlytics across live mobile products.
- Diagnosed production bugs and performance issues across device tiers; built WebGL, in-game testing, release, and level-design tools to support QA and content production.

Selected Projects

Ice Cream Perfect: Mukbang DIY | Unity, C# | 5.6M+ Downloads | Rating 4.41/5 | Google Play

Unity Game Developer | Team of 2 Unity Developers

- Built Shipper, Travel, Collaboration, Part-Time, Shop, Daily Login, and Daily Quest gameplay and progression modes, enabling repeatable live-ops content loops.
- Designed modular flows for eating, reaction, and interaction states, with event-driven currency and stat updates plus centralized popup and reward orchestration, improving reuse and maintainability.

Capybara.io: Battle Survivor | Unity, C# | 300K Downloads | Rating 4.65/5 | Google Play

Unity Game Developer | Team of 3 Unity Developers

- Delivered live-ops and progression systems including Battle Pass, Patrol, Mini Game, Season Event, Ranking, Daily Login, Daily Quest, and Seven-Day Login; contributed to the product earning runner-up at Viction Game Awards 2024.
- Designed modular combat state flows, event-driven currency/stat updates, and centralized popup, reward, and game-flow orchestration, simplifying feature reuse and updates.
- Reduced Android production build size from **100 MB to 25 MB** by tuning imports, compressing textures/atlasses, migrating heavy assets to Unity Addressables, and enabling code stripping.

Payback Wife: Water Puzzle | Unity, C#, Unity Physics | Full-Cycle Gameplay Ownership | Google Play

Unity Game Developer

- Owned **100% of core gameplay development**, including destructible terrain, fluid/water simulation, end-to-end puzzle flow, and a level-design tool for content production.
- Raised frame rate from **20 to 50 FPS** on Vsmart Joy 3 through device-tier water shaders and graphics, leaner collision/contact handling, and optimized physics mapping, draw order, materials, and atlases.
- Cut level load time from **20 to 5 seconds** on Vsmart Joy 3 using Unity Addressables and progressive async loading; reduced crash rate from **5% to 1%** by tracing memory exhaustion in Firebase Crashlytics and lowering memory usage.

Education

University of Engineering and Technology - Vietnam National University, Hanoi

B.S. in Computer Science, Expected 2026

Languages

English: B2