

Vincent Huynh

Unity Game Developer

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Summary

Highly skilled Unity Game Developer with a track record of 4 years in professional game development and a decade of extensive hobby experience. Expertise lies in designing, developing, and optimizing captivating games for diverse platforms. Passionate about pushing the boundaries of game development, continuously exploring emerging technologies to deliver unparalleled, meaningful experiences.

Work Experience

Web Html Game Developer, Xanje

06/2024 - Present

- Develop creative HTML5 games using Unity and modern web technologies.
- Design engaging mechanics and experiences increasing visitor retention.
- Collaborate with creative team members to bring impactful experiences to life.
- Work closely with back-end engineers to seamlessly store and update user data.

Mobile Games Framework Developer, Dawtech

11/2022 - 06/2023

- Developed and implemented robust and scalable game frameworks, serving as the foundation for large quantities of mobile games.
- Designed and architected many systems and tools to be modular and abstract.
- Ensured cross-platform compatibility alongside tenacious optimizations.

Game Programmer, Erotos

08/2020 - 11/2022

- Integrated editor tools, enhancing the team's efficiency and speed by 20%.
- Wrote clean, efficient, and well-documented code in C#.
- Conducted rigorous testing and debugging to identify and resolve issues, improving game performance and stability by up to 50%.

Education

University of California, Davis

09/2018 - 04/2020

Skills

Game Development - Gameplay Mechanics, Gameplay Loop, Balancing, Dialog, Movement, Combat, Level Design, UI/UX Design, Character Design, Multiplayer Networking, Editor Tooling.

Unity Engine - GameObjects, ScriptableObjects, Physics, Animation, Audio Mixing, Terrain, Lighting, AssetBundles, Scene Management and Loading, AI Navigation, Input System, URP, HDRP, VFX Graph, UI Toolkit, Addressables, Localization, Director/Timeline, Profiling and Debugging.

C# - .Net Framework, Object-Oriented Programming, Data Structures, Design Patterns, Architecture, Algorithms, Async/Await, Error Handling, Debugging, Unit Tests, Documenting.

Soft Skills - Verbal and Written Communication, Problem Solving, Critical Thinking, Attention to Detail, Listening, Analysis, Creativity, Adaptability, Management.