NGUYỄN HỮU TUẤN TÚ
Unity Game Developer

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SUMMARY

Passionate Unity Developer with a Software Engineering background and strong grasp of **Game Architecture (OOP, ScriptableObject, Event Systems)**. Experienced in full-cycle development from prototyping to optimization for mobile & PC platforms. Proficient in leveraging AI tools (ChatGPT, Gemini) and Data Management (Excel/ Google Sheets) to enhance development workflow. Eager to apply analysis skills and technical expertise to contribute to a professional game production team.

TECHNICAL SKILLS

Languages	C#, JavaScript/HTML/CSS
Engine & Tools	Unity 3D/2D, Visual Studio, Git/GitHub, Blender (Basic modeling).
Core Competencies	OOP, Data Structures & Algorithms, Design Patterns (Observer, MVP, FSM), UI Systems.
Soft Skills	Requirement Analysis, Documentation, Teamwork.

PROJECTS

The Offer
Survival horror
Nov 2025

- Role: Solo Developer.
- Tech: Unity3D, C#, Observer Pattern, Singleton Pattern.
- Key Highlights:
  - **System Architecture**: Architected a modular **Dialogue & Messaging System** using **ScriptableObject** for data storage and **Observer Pattern** for UI decoupling. Designed to be easily expandable for multiple ingame apps.
  - **Optimization**: Managed asset loading and baked lighting to ensure stable FPS on low-end hardware.
- Link: The-offer

FINISHER • Level Up Phase
Action Platformer
Jun 2022 - Aug 2022

- Tech: Unity, State Machine.
- Key Highlights:
  - **Gameplay Mechanics:** Developed a responsive Character Controller using Finite State Machine (FSM) for handling complex movements (Jump, Dash, Wall-run).
  - **Combat System**: Implemented hit-detection logic and health management system suitable for action-heavy gameplay.
  - Link: finisher

The Magical Kitchen
VR Simulation Game
Jul 2021 - Sep 2021

- A VR simulation game where players act as fast-food staff performing customer orders in a 3D interactive kitchen.
- Role: Project Manager & Developer – responsible for gameplay logic, UI interaction, and task system.
- Tech: Unity, XR Interaction Toolkit, Blender, C#.
- Link: khu-bep-dieu-ky

Airplane Assembly VR
Educational Training Simulation
Jul 2023 - Sep 2023

- Developed a VR prototype for aircraft landing gear assembly, serving as an applied research project for the University's Faculty of Aviation.
- Tech: VR Interaction Toolkit.

WORK EXPERIENCE

Functional Consultant   *Feb 2024 - Aug 2025*
A1 Consulting
- Analyzed business requirements and wrote technical specifications for dev teams.
- **Relevance**: Developed strong skills in reading documentation, analyzing logic flows, and communicating clearly with stakeholders.

EDUCATION

Bachelor of Software Engineering   *Aug 2021 - Aug 2025*
Van Lang University, HCMC
- GPA: 3.4/4.0
- Relevant Courses: Data Structures, Web Dev, Databases, Software Engineering
- Academic Projects: The Magical Kitchen, FINISHER, Airplane Assembly VR.