



Quoc-Buu Nguyen

Game Development Student



Profile

Passionate game designer now studying game programming to enhance skill set for the industry.



Current Activity

Student at NSCC Game Development – Programming Concentration

[September 2019 — March 2020 \(7 months\)](#)

Studying Objected Oriented Programming using C#, Unity Game Engine.



Employment History

Game Design Specialist at VNG Corporation, Ho Chi Minh, Vietnam

[February 2016 — June 2019 \(3 years 5 months\)](#)

Game designer of Sky Garden (App Store & Google Play), and DEAD WARFARE (Google Play) and Functional Leader at VNG Games Studios.

Brief responsibilities:

- Working closely with programmers and artists to design game mechanics, maintaining game balance, creating live-ops contents.
- Managing, mentoring and coaching a small team of game designers.

Senior Game Designer, Team Leader at VNG Corporation, Ho Chi Minh Vietnam,

[April 2014 — February 2016 \(1 year 11 months\)](#)

Game designer of Dragon Island, a ZingMe platform F2P web game.

Brief responsibilities:

- Working closely with programmers and artists to create gameplay features + battle mechanics, maintain game balance, creating live-ops contents.

Details

Halifax, Canada

9028026913

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Links

[Portfolio](#)

[LinkedIn](#)

Industry Skills

C#, TypeScript

Unity

Microsoft Excel

iOS & Android game development

Soft Skills

Communications

Teamwork

Problem solving

Quick adaptation

Proactive and Self-directed

Languages

English, Vietnamese

Hobbies

Playing video games, taking portrait photographs, playing guitar

- Managing a small team of junior game designers.

Senior Game Designer at VNG Corporation, Ho Chi Minh Vietnam,

[January 2013 — March 2014 \(1 year 3 months\)](#)

Game designer of Street Vendor, a ZingMe platform F2P web game.

Brief responsibilities:

- Working closely with programmers and artist to design gameplay, mechanics, narrative.
- Creating game live-ops content & monitoring game data analytic.

Game Designer at VNG Corporation, Ho Chi Minh, Vietnam

[April 2010 — December 2012 \(2 years 9 months\)](#)

Game designer for F2P mobile & web games.

Published games:

- Hiep Sy Bo Rua (App Store), Sky Garden (web)

Brief responsibilities:

- Working closely with programmers and artist to create gameplay, mechanics, live-ops contents.

Level Game Designer at Gameloft South East Asia, Ho Chi Minh, Vietnam

[October 2008 — March 2010 \(1 year 6 months\)](#)

Porting mobile games to smaller screen sizes.

Brief responsibilities:

- Working closely with producers, programmers and artists to create and execute Cutting Plan Proposals for build size reduction, gameplay and narrative adaptation.

Quality Assurance at Gameloft South East Asia, Ho Chi Minh, Vietnam

[July 2005 — September 2008 \(3 years 3 months\)](#)

Mobile games play testing and bugs reporting to game developers



Education

Game Development Diploma, Nova Scotia Community College, Halifax, Canada

[September 2019 — April 2021](#)

Game programming concentration using C# and Unity