

Nguyen Chi Binh

Game Developer

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 <https://thecolors.vercel.app>

OBJECTIVE

Game Developer with 2+ years of experience developing mobile and desktop games using Unity and C#. Skilled in gameplay programming, UI development, optimization, and clean code practices. Passionate about creating engaging player experiences, solving technical challenges, and continuously improving game development skills while contributing to high-quality products.

WORK EXPERIENCE

IMBA TECH CO.,LTD

Apr 2025 - Present

Unity Developer

- Developed and replicated various 3D puzzle games using Unity and C#.
- Implemented gameplay systems, UI features, animations, and game flow logic.
- Integrated third-party SDKs including Ads, Analytics, and In-App Purchases.
- Optimized game performance and memory usage for Android and iOS devices.
- Collaborated with designers and artists to deliver polished gameplay experiences.

MONSTER BOX JSC

Sep 2024 - Apr 2025

Unity Developer

- Developed client-side features for multiplayer games on the Unity platform.
- Implemented gameplay mechanics, UI systems, and reusable game components.
- Worked with networking solutions to synchronize player actions and game states.
- Fixed bugs and improved game stability and performance across devices.
- Collaborated closely with backend developers and game designers during development.

ZEAL GAMES STUDIO JSC

Mar 2024 - Sep 2024

Unity Developer

- Developed core gameplay systems for casual and hyper-casual mobile games.
- Implemented player controls, progression systems, and game UI.
- Participated in debugging, testing, and performance optimization.
- Integrated third-party services such as advertising and analytics SDKs.
- Worked with senior developers to maintain clean and scalable code.

SKILLS

Architecture & Patterns: OOP, SOLID, Design Patterns, Clean Architecture, Dependency Injection, Event-driven Architecture, ScriptableObject Architecture

Platforms: Windows, WebGL, iOS, Android

Frameworks & Libraries: Zenject, VContainer, UniTask, DOTween, Odin Inspector, Addressables, TextMeshPro

Networking: Photon, Mirror, REST API, WebSocket

Third-Party Integrations: PlayFab, Firebase, AppLovin MAX, AppsFlyer, Google Authentication, Apple Authentication, Steamworks

Specializations: Gameplay Systems, UI Architecture & Framework Design, Performance Optimization & Profiling, GPU Optimization, Editor Tooling & Workflow Automation,

Tools & Workflow: Git, Version Control, Unit Testing, Code Review, CI/CD basics

PROJECTS

Rune Seeker - Strategy

- Steam: https://store.steampowered.com/app/2469990/Rune_Seeker/
- Developed and integrated new gameplay features.
- Enhanced multiplayer systems and gameplay workflows.
- Resolved gameplay logic issues and feature inconsistencies.
- Improved game stability, UI functionality and player experience.

Idle Bakery - Idle

- Demo: <https://thecolors.vercel.app/projects/idle-bakery>
- Developed gameplay systems and in-game features.
- Implemented gameplay UI and supporting functionalities.
- Polished gameplay with animations, visual effects and feedback.
- Optimized performance for mobile platforms.

Battle Tennis - Sports

- Demo: <https://thecolors.vercel.app/projects/battle-tennis>
- Developed the complete gameplay and supporting game features.
- Built polished UI and integrated player-facing systems.
- Enhanced game feel with animations, particle effects and visual feedback.

Sand Scrape - Puzzle

- Google play: <https://play.google.com/store/apps/details?id=co.imba.sandysort>
- Developed a real-time interactive sand simulation system.
- Implemented advanced shader techniques for mesh carving and sand generation.
- Optimized GPU rendering for smooth large-scale particle simulation on mobile.

Liquid Shake - Puzzle

- Google Play: <https://play.google.com/store/apps/details?id=co.imba.liquidshake>
- Developed a layered liquid simulation system for interactive puzzle gameplay.
- Implemented dynamic shader-based liquid movement with responsive bottle interactions.
- Created seamless pouring effects using shader techniques and particle systems.

Pixel Adventure - Platformer

- Demo: <https://thecolors.vercel.app/projects/pixel-adventure>
- Developed platformer gameplay systems and game levels.
- Implemented real-time multiplayer using Photon PUN.
- Built networking features, including room and session management.
- Synchronized player actions and game states across the network.

ACTIVITIES

VNGGAMES PROMPT TO PLAY

11/07/2026 - 12/07/2026

Unity developer

- Finalist in Prompt To Play 2026, collaborating in a 3-member team to develop a summer-themed puzzle game within 24 hours. The project ranked among the Top 3 Most Popular Games.
- Link demo: <https://prometheuslab.itch.io/demo>

VOODOO GAME JAM

13/03/2026 - 15/03/2026

Unity developer

- Participated in Voodoo Game Jam 2026 with the theme "Destroy", collaborating with a team of 5 members to develop a puzzle game within 48 hours.
- Link demo: <https://thecolors.vercel.app/projects/lego-puzzle>

GLOBAL GAME JAM VIETNAM

17/01/2025 - 19/01/2025

Unity developer

- Participated in Global Game Jam 2025 with the theme "Bubble", developing a game in 48 hours with a team of 10 members.
- Link demo: <https://thecolors.vercel.app/projects/bobachi>

EDUCATION

2020 - 2024

Information technology

Can Tho University

- GPA: 3.31/4.0
- Achieved multiple academic scholarships throughout the semesters

INTERESTS

Programming and teaching