HOANG
QUOC ANH

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🌐 https://quocanhwolf.netlify.app/

EDUCATION

BSC. (Hons) Computer Games Design and Programming - British University Vietnam   2018 - 2022

- Graduated with an Upper Second honours degree

- 4 Academic Merit awards - recognition of outstanding academic performance

WORK EXPERIENCE

Unity Developer (Full-time)   6 months

NEGAXY | A mobile game studio focus on casual games

- Fully developed a mobile game with physic-based vehicle and ragdoll system

- Integrated third party SDK (Firebase and Applovin) into project templates

- Developed battling systems for fighting mobile game

Unity Developer (Full-time)   2 months

SE7EN | A mobile game studio focus on hyper casual games

- Fully developed a hyper casual game

- Developed vehicle physic system for mobile game

- Maintained and fixed bugs for mobile games

PROJECTS

Indie horror PC game "Tape"

- Individually designed and developed in 2 months and received 8k + downloads
- Link: https://wolfgas.itch.io/tape

Nightmare Catcher - Brackey Gamejam 2022

- Individually designed and developed in 2 days for Bracky Gamejam
- Link: https://bit.ly/4cc26pl

SKILLS

Unity   C#   Git   Applovin   Firebase   Game Design   Photoshop   Blender   HTML   CSS   Python