

FVS- Haluan

Unity Game Developer

// QUICK INTRODUCTION

I've been making 2D games with Unity and C# since late 2014. I made games on iOS, Android, PC (Steam), and a little WebGL. I'm good at designing and implementing gameplay and game systems.

// INFO

Name: Luan Ha Quoc

Nickname: FVS

Gender: male

Country: Vietnam

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// TECHNICAL SKILLS

Language: C#

Software experience: Windows, Unity, Visual Studio, SmartGit

Main expertise: gameplay

Experienced skills:

- +) **Mobile:** building games for iOS, Android with platform-specific functions like IAP, push/local notification, analytics, ads (from various networks/mediators), and some more 3rd party plugins.
- +) **Steam:** building games for Steam store on PC, Mac, Linux with mouse/keyboard and full controller support. Integrating SteamWork function like leaderboard, achievements, and IAP.
- +) **Misc:** writing/modifying simple Unity shaders.

// PROJECT EXPERIENCE

- **Beat Stickman: Infinity Clones:** [https://store.steampowered.com/app/866010/Beat Stickman Infinity Clones](https://store.steampowered.com/app/866010/Beat_Stickman_Infinity_Clones) (also on iOS and Android)
- **Beat Stickman: Beyond:** [https://store.steampowered.com/app/1494280/Beat Stickman Beyond](https://store.steampowered.com/app/1494280/Beat_Stickman_Beyond)
- **Overwritten: Defeat The Net** [https://store.steampowered.com/app/2182490/Overwritten Defeat The Net](https://store.steampowered.com/app/2182490/Overwritten_Defeat_The_Net)
- **Live Art:** [https://store.steampowered.com/app/2108310/Live Art/](https://store.steampowered.com/app/2108310/Live_Art/)
- **Bouncy Basket:** <https://apps.apple.com/ma/app/bowling-ball/id1244953899>
- **A tower defense game:** worked on gameplay for a company's mobile tower defense game with millions of installs.
- **A side-scroll running game:** worked as the only programmer for the company's mobile running game.