Giang Tong (Tống Tùng Giang)

+44 7897 140710 / +84 38 7403631   tongtunggiang@gmail.com   tongtunggiang.com

Personal Profile

I am a 9 YoE programmer with heavy interests in system and engine programming. My experience spans across many different tasks, namely system programming and optimisation. I have contributed to teams as an individual contributor and as a technical lead. I bring a deep technical knowledge as well as a positive can-do attitude to the team. I'm always looking to go above and beyond with the ultimate goal of implementing clean and smart solutions whilst improving my skills.

My Skills

- Strong general C++ skills: core language features, STL facilities, and enforce modern C++ practices (smart pointers, RAII, compile-time programming,…)
- Build systems: CMake, premake.
- Good debugging skills.
- Solid knowledge foundation: computer structure, data structures and algorithms OOP practices, mathematics.
- Optimisation techniques: algorithmic complexity, design patterns, cache friendly access/data-oriented design,…
- Familiar with Unity, Unreal, custom engine.

Work Experience

(For a complete portfolio, please refer to tongtunggiang.com/portfolio)

July 2023 - present
Senior Software Engineer @ Studio Gobo, Brighton, UK

- Worked on LEGO© Horizon Adventures™ in the Engine team.
- Custom asset format: pipeline, editor tools, runtime framework and validation. 90% of the game's static geometry is powered through this tech.
- Other engine and game systems: terrain system, impact system.
- Optimisation and console platform compliance.

Oct 2020 July 2023
Senior Programmer @ Double Eleven, Middlesbrough, UK

- Worked on Prison Architect as the team's core programmer: delivering well-structured and optimised features, improving code quality, writing up documentation and helping more junior team members. Delivered 3 big DLCs: Going Green, Second Chances, Perfect Storm.
- Acted the lead role since later 2021: sprint planning, high-level solution design, coordinating with different departments, more mentoring. The junior members have been showing clear improvements under my guidance, notably 4/7 improved significantly. Delivered 1 big DLCs and 3 small DLCs, with a junior-based team and very tight schedule.
- Personally worked on gameplay mechanics/systems, optimisation, graphics programming (game rendering, post process effects), asset tools, build system (with Lua/premake and Python), platform-specific issues (Linux, Mac, PS4, XB1, Switch) and modernising a legacy code base.

Nov 2019 - Aug 2020
Gameplay Programmer @ Rogue Sun, Guildford, UK

- Worked on an undisclosed project on gameplay, UI, gamepad navigation using Unity and DOTS (Data-oriented Technology Stack).

May 2015 - Aug 2019
Intern/Junior/Mid-level Mobile Gameplay Programmer @ Hiker Games, Hanoi, Vietnam

- Worked on several prototypes and released mobile titles: story-based FPS, multiplayer top-down shooter, idle RPG, battle/strategy; using different Unity versions (4, 5, 2017, 2018) and various 3rd party SDKs.
- Areas: game mechanics and frameworks, designer advance configuration tools, optimisation, networking, auto build systems, AI, UI, editor tools. Implemented input prediction and rollback framework on top of Photon PUN in a multiplayer shooter title. Lead the reimplementation of the title with ECS deterministic model. Optimised a Fog of War implementation written in C# from 30ms to 4ms per frame.

Education

2012-2017 Degree of Engineer in Software Engineering - Hanoi University of Science and Technology
Second Class Classification 3.26/4.00 GPA