

# Giang Tong (Tổng Tùng Giang)

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## Personal Profile

I am a game programmer from Hanoi, Vietnam, with four years of professional game programming experience. My experience spans across many genres, from story-based FPS to fast-paced online shooter and idle RPG, as well as a broad range of disciplines including network, tools, gameplay, generic systems, AI and UI programming. I consider myself a combination of a passionate and disciplined attitude and a clever brain. I like to cleverly combine my knowledge in computer science and mathematics when designing my solution. I particularly love pushing my limits by learning new techniques and technologies.

After spending four years working in the Vietnamese mobile game industry, I want to make a transition to PC or console game development. That's why I move to the UK to pursue new challenges in my career.

## My Skills

**Programming:** C++, C# with good OOP design patterns knowledge

**Commercial Engines:** Unreal Engine 4, Unity, Photon PUN, Photon Quantum, Unity IMGUI

**Tools:** Visual Studio, SVN, git and git-flow, Kanban tracking, UML diagrams

## Work Experience

(For a complete portfolio, please refer to [tongtunggiang.com/portfolio](http://tongtunggiang.com/portfolio))

**Nov 2019 - present** - *Gameplay Programmer @ Rogue Sun, Guildford, UK*

Working on an undisclosed project with cutting edge Unity techniques such as ECS/DOTS (Data-oriented Technology Stack) and various third-party products like Odin Inspector or Rewired Input. Handling UI work and gamepad navigation.

**Jun 2017 - Aug 2019** - *Gameplay Programmer @ Hiker Games, Hanoi, Vietnam*

- *Arena of Survivors* (Android): A fast-paced top-down shooter multiplayer game with battle royale theme. Handled core game mechanics, specifically character systems, character animations and blending, weapon systems and input handling. Worked on network prediction and replication algorithms. Wrote configuration tools for game designers. Led the technology transition from PUN to the deterministic Photon Quantum. Optimized gameplay code and networking code. Deployed automated build system based on SVN and Jenkins.
- *FZ9: Timeshift* (Android, iOS): Worked on chapter 6 and 7, mostly with AI and NPC.

**Technologies:** Unity 2017, Unity IMGUI, Photon PUN SDK, Photon Quantum Deterministic SDK, NGUI.

**Oct 2016 - Jun 2017** - *Gameplay Programmer @ Tofu Games, Hanoi, Vietnam*

- *Galaxy Gunner: Adventure* (Android): Worked on gameplay mechanics: player combat system, enemy system, weapon system, 2D timeline system.

**Technologies:** Unity 5.4, Unity IMGUI.

**May 2015 - May 2016** - *Intern Programmer @ Hiker Games, Hanoi, Vietnam*

- Work on several prototypes to learn Unity development practices and workflow from a C++ background.

**Technologies:** Unity 4-5.

## Education

**2019-2020** MSc in Games Development (Programming) - Kingston University London

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