

TO NGUYEN MINH KHOA

Unity Developer

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PROFESSIONAL SUMMARY

Game Developer with 3+ years of experience in full-cycle game development, performance optimization, and systems architecture. Experienced in creating midcore, casual, and idle games for both PC and Mobile. Proficient in Unity, with practical knowledge in building game frameworks, backend systems (Nakama), and DevOps pipelines (AWS, CI/CD). Focused on collaborating closely with cross-functional teams to deliver polished gameplay experiences.

WORK EXPERIENCE

Maru Studio JSC

July 2024 – July 2026

Software Engineer

(Startup with 10+ members) Leading technical and product development for a game studio startup. Delivered multi-platform titles on PC (Steam) and Mobile. Applied automation and AI techniques to optimize operations.

Selected Projects:

- Chill & Reel (Lead Developer | Unity, Steam, Playfab): Developed a cozy idle fishing game over a 6-month cycle with a 13-member team (including 3 developers).
- Tingle (Lead Developer | Unity, Mobile, Playfab): Led technical execution of a mobile educational game over a 3-month cycle with a 6-member team (including 2 developers).
- Galleria (Lead Developer | Unity, Steam): Developed an art gallery simulation game with a 10-member team (3 developers).
- Idle Bakery (Lead Developer | Unity, Mobile, Playfab): Architected core gameplay systems for a casual simulation game (3 developers).
- MVP Prototypes (Solo Developer): Rapidly developed MVP prototypes to test market metrics for publishers (Bagelcode, Funtap), including 3 games: Umami Kitchen, Triple Match City, and Wood And Screw.
- Prometheus Framework & Tools (Author | Unity, Tool, Framework): Built a proprietary Unity framework and productivity toolset to optimize workflow, currently published on the Unity Asset Store.
- Infrastructure & DevOps: Managed technical infrastructure and web deployments (Next.js, Vercel), ensuring scalability via AWS (EC2, S3, CloudFront), automated operations with n8n, and built cross-platform Games CI/CD pipelines.

Monster Box JSC

Feb 2023 – Mar 2025

Unity Developer

(Game studio with 35+ members) Developed game features using Unity, Spine, and Nakama. Handled DevOps for studio websites using EC2 and Docker on AWS.

Selected Projects:

- Runeseeker (Fullstack Game Developer | Unity, AWS, Nakama, WebSocket): Key developer in a 30-member cross-functional team (including 10 developers) for a midcore strategy game. Handled UI/VFX/Feature implementation and supported backend with Golang APIs for Nakama.
- Candy Jar (Game Developer | Unity, WebGL, Mobile): Architected and shipped a casual puzzle game within an aggressive 16-day deadline (2 developers).
- Infrastructure & DevOps: Managed server health and databases for Runeseeker, and handled web deployments for the studio.

Thien Thanh English Center

Jan 2021 – Feb 2023

IT Helpdesk

- Supported technical tasks and daily operations for a center of 150–200 students.

EDUCATION

Bachelor of Software Engineering

Saigon University

- Final CGPA: 3.6/4.0

2020–2024

TECHNICAL SKILLS

Unity:

- Custom Editor Tools
- Addressables
- Mobile/WebGL Optimization
- Fmod, Vcontainer

Third Party:

- PlayFab
- FireBase
- Login Google/Apple/Steam
- AppFlyer
- AppLovin

Cloud AWS:

- EC2
- S3
- CloudFront
- PostgreSQL
- Lambda

Others Knownledged:

- N8N (Automation)
- Supabase
- Docker
- NextJs
- VibeCoding

ACTIVIES

- VNGGAMES PROMPT TO PLAY 2026: [Top 3 Favorite games](#)

ONGOING LEARNING

- **Unity:** Deepening expertise in Shaders and VFX.
- **AWS:** Pursuing SAA–CO3 Certification.
- **Languages:** English (Conversational), Japanese (N5).