

TRAN VAN HOA

Senior Unity Developer & Technical Lead · 8+ Years · Mobile · WebGL · GameFi · AI Automation

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PROFILE

Senior Unity Developer with 8+ years shipping production-grade mobile, WebGL, GameFi, and Telegram mini-app titles across casual, idle, tower defense, and MMORPG genres. Proven full-cycle delivery: from prototype and core gameplay through SDK integration, ads/IAP monetization, performance profiling, store publishing, and live-ops support. Experienced technical leader (teams up to 15) with hands-on engineering depth — recently expanding into agentic AI systems, n8n automation pipelines, and proxy API tooling. Best fit for studios or funded founders needing a senior individual contributor who can also own architecture and delivery risk.

SELECTED RESULTS

- ▶ 100+ games delivered/published, including private outsource work
- ▶ Contributed production gameplay systems to the externally funded Nekoverse GameFi MMORPG
- ▶ Led and mentored teams of up to 15 developers, artists, and QA
- ▶ Senior Unity Developer on the externally funded Idle Cyber GameFi product
- ▶ Top 1 World App ranking for Dalgona (Worldchain) at launch
- ▶ Full-cycle cross-platform delivery: iOS, Android, WebGL, Telegram Mini App

EXPERIENCE

Freelancer / Remote Lead

Jan 2025 — Present

Lead Unity Developer & Technical Consultant

- Lead distributed teams of 5–10 across time zones, scoping features, breaking down tasks, and owning release readiness for global clients in casual, mid-core, and Web3 game segments.
- Deliver full-cycle Unity work: gameplay systems, UI/UX, SDK/analytics integration, performance profiling, and store submission for iOS, Android, and WebGL targets.
- Build and maintain agentic AI tooling, proxy APIs, internal dashboards, and n8n automation workflows to reduce manual overhead for game teams.
- Bridge engineering, client communication, and delivery ownership — mentoring junior devs and ensuring technical decisions map to product and business constraints.

Gamota — Gabros Team

Jul 2023 — Jun 2024

Senior Unity Developer

- Developed and shipped casual and idle titles — Sandwich Please, DOP, DIY, and puzzle variants — for publisher-backed mobile release on App Store and Google Play.
- Owned gameplay systems, UI flow, SDK integration (analytics, ads, IAP), and mobile performance optimization from feature implementation through store deployment.
- Supported post-launch: crash triage, performance profiling, content iteration, and live-ops stability monitoring.
- Contributed system design documentation and knowledge transfer to junior teammates, accelerating onboarding and reducing rework cycles.

Neko Global

Jul 2022 — May 2023

Project Manager / Senior Unity Developer

- Delivered core gameplay for Nekoverse — an externally funded Play-to-Earn MMORPG — including real-time PvE/PvP combat, elemental skill interactions, resource farming, and crafting systems.
- Integrated NFT asset pipelines, staking mechanics, and on-chain reward flows, connecting blockchain product requirements with Unity gameplay implementation.

- Managed task breakdown and team coordination across 8–10 developers and designers while remaining hands-on in critical system delivery.
- Ran performance profiling and device-tier optimization to hit stable frame rates across mid-range Android and iOS targets.

BLAMEO Technology

Jun 2021 — May 2022

Project Manager / Technical Leader

- Built the game development team from scratch — hiring, onboarding, establishing delivery standards, and evolving the studio's scope from casual mobile titles toward mid-core and multiplayer production.
- Led technical execution for Age of Sail — a real-time multiplayer strategy title — owning architecture, network-aware feature design, and synchronization across clients.
- Balanced hands-on engineering with planning, mentoring, and cross-discipline coordination between design, QA, and backend teams.

BEEMOB Studio

Mar 2021 — Jun 2021

Unity Developer / Technical Leader — Idle Cyber

- Served as Senior Unity Developer for Idle Cyber — an externally funded idle tower-defense/GameFi title — contributing idle progression, combat systems, rewards, ad integration, and an NFT marketplace prototype.
- Delivered a cross-platform build spanning iOS, Android, and WebGL within a compact production timeline, supporting fundraising milestones with stable release candidates.

Techies Studio

Nov 2019 — Jun 2020

Technical Leader

- Owned technical architecture and hands-on feature delivery while coordinating task assignment, code review, and mentoring for the team.
- Designed system architecture for new projects, supported releases, and established development standards that reduced bug-reopen rate.

2NF Office Solutions

Mar 2019 — Aug 2019

Unity Developer

- Delivered Unity features, bug fixes, and maintenance across active products; expanded responsibilities into deployment support and system design beyond core gameplay code.

CSCMobi Studio

Nov 2017 — Jun 2018

Unity Developer

- Built gameplay features, handled maintenance, and resolved live-product bugs on shipped Unity titles. Developed core production discipline around release support and system thinking.

FLAGSHIP PROJECTS

Idle Cyber (NFT) — Technical Leader · BEEMOB Studio

Idle tower-defense / GameFi title. Contributed idle progression, combat, reward systems, ads, WebGL/mobile cross-platform publishing, and NFT marketplace prototype for an externally funded product. Playable demo: o0.itch.io/cyber-war

Nekoverse — Senior Unity Developer · Neko Global

Externally funded Play-to-Earn MMORPG. Built PvE/PvP battle systems, NFT integrations, staking, crafting, and device-tier performance optimizations.

MU: Loren Mobile, JX1 Mobile — Senior Unity Developer · Gamota

Licensed 3D mobile MMORPG. Delivered quest systems, 5 character classes, monster spawning, in-game events, UI flows, PvE/PvP battle systems, and mobile 3D performance optimization.

Dalgona — Worldchain — Solo Developer

Web3 mini-game for World App ecosystem. Solo-developed and shipped; achieved Top 1 World App game ranking during launch period.

CORE SKILLS

Engine & Language: Unity, C#, C++, Lua

Gameplay: Idle, tower defense, MMORPG, casual, GameFi, multiplayer

Backend / Infra: Firebase, Supabase, AWS, Docker, CI/CD

Web3: NFT pipeline, staking, MetaMask, TON wallet, World App

Leadership: Agile/Scrum, task breakdown, mentoring, remote teams

Platforms: iOS, Android, WebGL, Telegram Mini App, World App

Monetization: AdMob, MAX, IronSource, IAP, ASO, store publishing

Analytics: Firebase Analytics, AppsFlyer, GameAnalytics

AI / Automation: Agentic workflows, n8n, proxy APIs, Telegram bots

Tools: Git, Figma, Postman, Unity Profiler, Unity Cloud Build

EDUCATION

University of Transport and Communications

Bachelor's Degree in Information Technology

Oct 2013 — May 2017

ITPlus Academy

Advanced Game Development & Unity Certification

Oct 2016 — May 2017