HOANG ANH MINH

Game Designer

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🌐 hoanganhminhportfolio.com

SUMMARY

A game designer seeking a professional environment that values quality, collaboration, and thoughtful design. I'm a team-oriented learner who thrives in constructive spaces and is eager to contribute to creating high-quality games.

EXPERIENCE

Game Designer

Skybull Studio

📅 2025

Raft Survivors: Build & Bullets (midcore)

- Took responsibility to design the game across the entire lifecycle.
- Analysed the roguelike and tower defend genre.
- Created wireframes.
- Manage game progression.
- Worked with other department to define the art direction that fits best to the target audience based on data.
- Created GDD for all elements and mechanics within the game.
- Balanced the game.

Kitty Sliding: Cat Puzzle (puzzle)

- Took responsibility to design the game across the entire lifecycle.
- Worked with other department to define the art direction that fits best to the target audience based on data.
- Created GDD for all elements and mechanics within the game.
- Collaborated with developers to develop tools to decrease production time for level designing using Dijkstra's algorithm.
- Balanced the game.
- Designing levels to maintain good retention.

Myth & Mayhem (text-based AI strategy)

- Optimizing text outputs (json file) to enhanced player's experience.
- Creating game contents.
- Worked on game's monetization.

Game Designer

Inwave Studio

📅 2023

King's Party (midcore)

- Analysed the game and similar ones in its genre.
- Created game systems.
- Created wireframes.
- Level design.
- Created GDD for game's elements
- Created live events and updates.
- Balanced the game.

Individual Projects

- Parkour Simulator - A hyper-casual 3D platformer game.
- The Haunted House - An Unreal Engine 3D horror game with complex AI.
- FPS Roguelike - A PC-targeted FPS project with roguelike elements. (Unfinished prototype)

Group Project

- ColorFull - A 2D platformer WebGL puzzle game. (Lead Game Designer)
- Groovy Grass - A top-down 3D strategy game. (Lead Game Designer)

SKILLS

Analytical skills	Documentation writing	Figma	Game systems	UI/UX Design	Level Design
Game Balancing	Game Economy Design	Project Management	Metric-centered Design		

Git	C#	Unity	Unreal Engine

EDUCATION

HaLongHighSchool for Gifted Students

High School

📅 2018 - 2021 📍 Ha Long

British University Vietnam

University

📅 2021 - 2024
- BACHELOR OF SCIENCE (HONS) - Computer Games Design and Programming

KEY ACHIEVEMENTS

BUV's 2023 Game Jam (First prize)
- Lead Game Designer
- Support Programmer

BUV's 2022 Game Jam (People's Choice Award)
- Lead Game Designer
- Support Programmer

IELTS 7.0