

Anthony Chu

Senior Unity Developer

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Experience

GREENSKY GAMES

Canada

Game Network Engineer - Anomaly

Apr 2024 – Jan 2025

- Resolved critical networking issues with Photon Fusion.
- Identified and fixed a memory crash issue with Quest 2.
- Optimized server performance to eliminate jittering issue.
- Optimized client performance to achieve target frame rate.

DASHBIT INTERACTIVE

Hanoi

Technical Leader - multiple games

Jul 2020 - Present

- Led a team of 5 programmers in development of multiple mobile titles.
- Developed and implemented tools and automated processes streamlining development and deployment workflows and increasing team efficiency.
- Optimized game performance on low-end mobile devices.
- Implemented multiplayer in several games using game networking libraries: Mirror, NGO, PUN, Photon Fusion, etc.
- Developed and deployed custom backend for user authentication, user inventory management & IAP validation.
- Engineered a custom chat server using Enet & Aeron to replace Photon Chat.

THE MINDERS STUDIO

Technical Leader - Planet Sandbox

Apr 2021 - Jun 2023

- Led a team of 8 programmers working on Planet Sandbox.
- Established base code architecture for multiplayer feature using Photon Fusion.
- Implemented and managed game server orchestration.
- Developed and implemented tools and automated processes.
- Optimized game performance on low-end mobile devices.

MALEO

Indonesia

Unity Game Developer - Bus Simulator Indonesia

Mar 2019 - Jul 2020

- Resolved multiplayer bugs.
- Refactored multiplayer feature using Photon PUN.
- Optimized game performance on low-end mobile devices.
- Contributed to the development of various game features: Radio / Audio Player, Driver mode, Achievement, etc.

SUGAME

Hanoi

Unity Game Developer

Apr 2017 - Sep 2018

- Developed several mobile puzzle games.

Freelancer

Hanoi

Unity Game Developer

Nov 2015 - Mar 2017

- Worked with multiple local clients on developing mobile games.
- Successfully published several games to Google Play Store.

JUPITECH SOLUTIONS PTE LTD

Unity Developer

- Developed FPS movement control for 3D visualization project.
- Created a scene editor for modifying 3D scenes within the app.
- Led a team of 5 programmers developing some mobile games.

Hanoi
Sep 2014 - Nov 2015

Skills

Game Engines: Unity, Unreal, Three.js

Game Networking: Photon Fusion, Mirror, NGO, Photon PUN.

Programming Language: C#, C/C++, javascript

Backend Development: ASP.Net Core, SQL, NoSQL, Node.js, Redis.

Language: Vietnamese (native), English (B2)