Tang Nguyen Tuan Khoa

Game Designer

0336967745 tuankhoa542003@gmail.com https://github.com/Tang979 Ho Chi Minh City

CAREER OBJECTIVE

I aim to contribute to mobile game projects by applying my experience in gameplay design, level design, and difficulty balancing. With a foundation in gameplay analysis and playtesting, I can help identify design issues, refine gameplay mechanics, and improve player experience. I seek to further develop my expertise in Game Design while contributing to engaging and well-balanced games.

EDUCATION

HUTECH 2021 - 2025

Software Engineering

GPA: 3.0/4.0

WORK EXPERIENCE

Rainbow5s company 01/06 - 31/08

Game Designer Intern

Project List

Tidy Room: Decor House, Boomland: Maze Escape, Tidy Out: Cozy Decor, and other mobile casual and puzzle games.

Links Video Projects: https://vnshort.com/pSBw

Scope of Work

- Analyzed **player data** and adjusted **level difficulty and progression**, increasing the rewarded-ad metric on targeted levels from **0.1 to over 0.8** with a comparable player volume.
- Contributed **new gameplay mechanics and feature ideas** for new games, helping differentiate their gameplay from original concepts while maintaining accessible gameplay.
- Designed and adjusted **UI/UX** to fit gameplay mechanics, improve usability, and provide clear player interactions.
- Contributed to **gameplay balancing**, including level difficulty, progression, in-game economy, and booster systems.
- Conducted **playtesting and bug testing** to identify critical issues, helping prevent game crashes and improve game stability.
- Collaborated with **Developers and Artists** to review implementation and ensure gameplay features matched design requirements.

PROJECTS

Project List: Shoe Sort Puzzle, Block Puzzle, Bow Hit. 4/2026 - 5/2026

Game Designer / Level Designer

Demo Shoe Sort Puzzle: https://tang979.itch.io/shoe-sort-puzzle
Demo Block Puzzle: https://tang979.itch.io/block-puzzle
Demo Bow Hit: https://tang979.itch.io/bow-hit

Scope of Work

- Designed **core gameplay, game rules, gameplay flow, and win/lose conditions**.
- Planned **gameplay features, booster systems, and in-game resources**.
- Adjusted **mechanics and difficulty** through **playtesting** and iteration.
- Created **Game Design Documents (GDDs)** to communicate gameplay rules and systems.

SKILLS

Game Design	Gameplay Design, Level Design, Game Progression, In-game Economy, Booster Systems, Playtesting, Gameplay Analysis.

UX/UI & Documentation	Game Design Documents (GDDs), Gameplay Flow, Feature Documentation, UI Design.
Tools	Unity, C#, Figma, Google Sheets, Microsoft Excel, JSON, Git, GitHub.