Wai Yan Phyo

Game Developer

SUMMARY

Creative and results-driven game developer with 4+ years of experience in game design, development, and optimization. Skilled in Unity (C#), UI/UX, and performance tuning. Specializes in 2D game development and is proficient with Photoshop and Aseprite for 2D assets. Delivers polished games through iterative development and thrives in agile, collaborative teams.

CONTACT

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LANGUAGES

- Japanese (N4)
- English (Intermediate)

HOBBIES

- Video Game Development
- Coding Challenges & Problem Solving
- Drawing
- UI/UX Design
- Learning New Technologies

SKILLS

Technical Skills

- C#, HTML, CSS, PHP, Javascript
- Unity, Unreal Engine 4
- Photoshop, Aseprite, Blender
- Visual Studio, Git, Github, Figma

Soft Skills

- Strong Communication
- Presentation
- Collaboration
- Adaptability

EDUCATION

Universities of Computer Studies | 2015 - 2024
Bachelor in Computer Science
Banmaw, Kachin State, Myanmar

Basic Education High School | 2011 - 2015
Hopin, Kachin State, Myanmar

RELEVANT EXPERIENCE

- *Mid-Level Game Developer* | Ambitbound Technologies Co. Ltd
  2025 - Present (2-months)
  - Designed and developed a real-time multiplayer game using Unity (client) and Node.js with WebSockets (server), ensuring smooth communication and synchronized gameplay across players.
  - Collaborated closely with cross-functional teams to analyze and resolve technical challenges, improving system stability and gameplay performance.
  - Performed in-depth debugging and performance optimization, ensuring a seamless and responsive user experience, minimizing latency, and enhancing gameplay satisfaction.

- *Freelance Game Developer*
  2021 - Present (4-years)
  - Designed and developed games for clients using Unity, targeting both mobile (Android) and PC (Windows) platforms.
  - Delivered a variety of projects, including quiz games, educational games, and hyper-casual games.
  - Collaborated with clients to ensure project requirements were met and exceeded expectations.

- *Indie Game Developer* | Founder - Yahallo Games
  2020 - Present (5-years)
  - Developed and released numerous indie games on itch.io, showcasing creativity and technical expertise.
  - Won awards at local game development competitions, highlighting innovation and design skills.
  - Created and sold high-quality 2D game assets, supporting other developers in their projects.
  - Managed all aspects of game development, including design, programming, art integration, and publishing.

- *Junior Game Developer* | Armor Piercing Indie Games
  Jul 2023 - Nov 2023 (5-months)
  - Assisted in developing core game mechanics, level designs, and interactive gameplay elements.
  - Modified and improved existing game projects to optimize performance and add new functionality.
  - Created game assets and promotional graphics to support marketing efforts.
  - Collaborated with the team to ensure cohesive design and functionality across all project elements.