

# QUANG-MINH DANG

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## SKILLS

### Languages

- Native french
- Intermediate english

### Technical

- Code:
  - o Unity (C#), PHP5, HTML5, CSS, 3DVIA Virtools
  - o Notions : C, C++, Java / Android, MySQL, Javascript
- Graphics: Adobe Photoshop, Adobe Illustrator, 3DSMAX (notions), Adobe InDesign (notions)
- Multimedia: Adobe Premiere Pro, Adobe After Effects (notions), FLStudio
- Test automatization: Appium
- OS: Windows 7, Mac OS X (notions), Debian (notions)
- Versioning: SVN, Mercurial (notions), Git (notions)
- Deployment : Google Play Store, Apple App Store, Amazon App Shop

### Miscellaneous

- Driving licence for cars

## WORK EXPERIENCE

### QA Tester, Nvizzio Creations

18/01/2016 — 30/03/2016

Montreal (Québec), CANADA

- Full-time tester on RollerCoaster Tycoon World
- Development test on specific features of the game such as the Steam Workshop integration and the roller coaster builder system
- General QA testing on other aspects of the game: AI, interface, terrain tools, etc.

### Technical Director, Blue Pill

28/02/2012 — 30/10/2015

Paris, FRANCE

- Video games and interactive apps development with Unity (C#)
- Main developer of a point & click video game demo to be released: Shadows of Esteren
- Main developer of a B2C app for an RATP communication campaign (Paris transportation company)
- Bit Bit Love, a game for Android (cocos2d-x c++ project): environment art, music, sound effects, ergonomics (gameplay & interfaces), level design, test, iOS port, trailer edit:
  - o Trailer : <https://www.youtube.com/watch?v=A1JLPPnaqDw>
- Static HTML5 and PHP dynamic websites (few to no JS)

- Web Developer, Multidist** 26/10/2010 — 25/02/2011  
*Viry-Châtillon, FRANCE*
- Contribution to websites development in PHP 5, MySQL, Javascript, CSS
- Virtools Developer, Serious Factory** 02/03/2009 — 23/09/2010  
*Boulogne-Billancourt, FRANCE*
- 3d real time apps development with 3DVIA Virtools
  - Management and development of an R&D project for Renault involving a 3d virtual model including facial (emotions and visemes) and body, connected to an online speech software
  - Contribution to various serious games and advergames
- Level Designer, LOAD Inc.** 17/03/2008 — 29/08/2008  
*Paris, FRANCE*
- Level design of multiple tracks of the RC car game Things On Wheels on Xbox Live Arcade (Xbox360)
  - Functional, ergonomics and localization test
- Tester, Visiware** July 2007 — August 2007  
*Sèvres, FRANCE*
- Video game test on mobile devices inside a team of testers
- Tester, White Birds Productions** February 2007 — May 2007  
*Joinville-le-Pont, FRANCE*
- Functional, ergonomics and localization test on the investigation video game Sinking Island inside a team of testers
- Tester, White Birds Productions** August 2006 — September 2006  
*Joinville-le-Pont, FRANCE*
- Functional, ergonomics and localization test on the video game for children Martine à la Montagne
- Tester QA, NevraX** February 2006 — August 2006  
*Paris, FRANCE*
- QA test of the MMORPG The Saga of Ryzom inside a team of testers
- EDUCATION
- ISART Digital** 2005 — 2008  
*Paris, FRANCE*
- Game Designer diploma: Titre de Game Designer, EQF Level 6 / FR code NSF 320v
  - Training in game and level design, video game prototyping with 3DVIA Virtools
  - Additional 1-year course in Web-Print: Photoshop, Illustrator, storyboard (2005 – 2006)
- Lycée Évariste Galois** 2005  
*Noisy-le-Grand, FRANCE*
- Sciences and Industrial Technologies high school degree, good rating