



Wai Yan Phyoe

Senior Game Developer

SUMMARY

Creative and results-driven game developer with 7+ years of experience in game design, development, and optimization. Skilled in Unity (C#), UI/UX, and performance tuning. Specializes in 2D game development and 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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Hlaw Gar St, Ahlone Tsp,
Yangon, Myanmar

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
- Smart Fox Server

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

- **Senior Game Developer** | Ambitbound Technologies Co. Ltd
2025 - Present (1-year and 6 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 (5-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 (6-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.