

Min Khant Kyaw

Game Developer with 7.5 years experience shipping multiplayer and real-time games across Unity, Cocos Creator, and Pixi.js. Specialized in performance optimization, fullstack game architecture, and leading small development teams.

Contact

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Freelance Projects

Warren Farm (CasinoTV) – Oxford, United Kingdom

- Built “[Crosy Duck](#)”, a real-time browser game with Pixi.js v8, TypeScript, and WebGL.
- Implemented hybrid HTTP/Websocket architecture for real-time game state.
- Developed fully responsive UI across desktop and mobile with Spine animations and GSAP.
- Designed server-side license protection system with obfuscated client validation, deployed on Google Cloud Run.
- **Tech: TypeScript, Pixi.js v8, WebSocket, REST API, GSAP, Spine, Google Cloud Run, Vite**

Experience

Senior HTML5 Game Developer – Nov 2024 – Nov 2025 (Solidleisure solutions inc) (Metro Manila, Philippines)

- Built a reusable Game SDK (HTTP/WebSocket client, event system, UI manager, audio, animation pipeline, scene transitions) adopted across 6+ games in Pixi.js, React, and Cocos Creator.
- Developed tile-based casino game using Pixi.js, implementing flood-fill algorithm for symbol matching and optimized win-line calculation system.
- Shipped **Bingo Pride, Baccarat, Dragon Tiger, and Bingo Champion (3D)** using Cocos Creator in 8 months.
- Reduced draw calls by 60% and memory usage in game lobby by implementing virtual scrolling, rendering only visible game rooms.
- Developed slot machine with custom reel-spinning algorithm using GSAP, handling server-determined outcomes with smooth animation sequences.

Cocos2d Developer – Oct 2022 – Nov 2024 (Infinity Apps) (Phnom Penh, Cambodia)

[Three Kingdoms Project](#) - Multiplayer turn-based strategy game with complex skill trees, army compositions, hero upgrades and Matchmaking.

- Led a team of 3 engineers; collaborated with executives, art team, and game designers based in Taiwan.
- Planned, designed, and deployed the entire project including complex skill trees, army compositions, hero upgrades, and matchmaking system.
- Optimized graphics and memory by reducing draw calls in the game scene.

[Dokapon Kingdom project](#) - Multiplayer turn-based board game with battle mechanics (Unity, C#, WebSockets)

- Designed and implemented the entire battle mechanics system as senior developer.

[Jackpot UI System](#) - Number terminal display (Cocos Creator)

- Customized engine video player component to control rendering order; built infinite scroll number animations driven by server JSON data by Cocos Creator.

[Live Streaming Game](#) - Real-time multiplayer game(Cocos Creator).

- Built fullstack game server handling 5 concurrent tables with real-time game loop.
- Implemented WebSocket layer for live state sync.
- Deployed to Google Cloud Run with Docker, single-port HTTP/WebSocket architecture
- **Tech: TypeScript, Cocos Creator, Node.js, Express, WebSocket, Docker, Google Cloud Run**

Technical Skills

- **Game Engines & Renderings** - Cocos Creator, Unity, Pixi.js, Photon Quantum
- **Languages** - TypeScript, JavaScript, C#
- **Real-time Systems** - WebSocket, Socket.io, protobuf.js
- **UI & Animation Tools** - FairyGUI, Figma, Spine, Dragon bones
- **Web&App** - Node.js, Express.js, React.js, Electron.js
- **Databases & Services** - MySQL, Firebase
- **Cloud & DevOps** - AWS, DigitalOcean, Google Cloud Run, Docker
- **Version Control** - Git, Jira

Education

Bachelor of Arts: English - Dagon University, 2018

Certifications

Global Game Jam 2019 - "[Take me home](#)"

Languages

English (Fluent), Burmese (Native)

Fullstack Game Developer – Dec 2020 – Oct 2022(Future-Hub)

Multiplayer Billiard Game - Online turn-based billiard for up to 4 players (Unity, Node.js)

- Led 2 engineers to build the game from scratch, handling both client and server architecture.
- Implemented real-time multiplayer with WebSockets, lobby/room system via Socket.io, and Vivox voice chat integration.
- Managed all server-side game logic and database operations in Node.js for concurrent 10000+ players.

Game Developer – July 2018 to Dec 2020. (Game Factory)(Taipei, Taiwan)

Smile Everyday - 2D isometric farm game (Unity)

- Developed core gameplay using 2D isometric grid system, achievement system, and ScriptableObject-based data architecture with MySQL backend.

Wake Fun - Educational apps for kids (Cocos Creator, Node.js).

- Built multiple learning modules covering letters, math, colors, and geography.

Portfolios

Deterministic Realtime Multiplayer Combat Fighter Game(Unity) -

Action game featuring animation state machines, physics-based combat, combo system, line rendering, enemy AI, and boss fights. Added Multiplayer feature using Photon Quantum with Entity Component System. The results are always deterministic in every devices including client side prediction and rollback. All the combats, physics, rounds winner, rounds timer are simulated in Photon Quantum and rendering in Unity View. Demo Link - [Deadlock Video](#)

3d Playable Ads Mechanic(Cocos Creator) - Fully functional 3D playable ad prototype with joystick movement, modular grid system, and automated item collection. Optimized with GPU instancing, texture compression, unlit shaders, frustum culling, and object pooling - compressed to 2.9MB.

Demo Link - [3d Playable Ads Link](#)

3D Basket Ball Shooting Game(Unity 6) - Built projectile motion physics system with real-time trajectory preview and click-drag aiming. Implemented event-driven architecture with slow-mo camera effects, particle systems, and animation events. Designed adaptive difficulty system (pity mode) that adjusts gameplay based on player performance

Demo Link - [3d Basketball Video](#)

Road Connect (Cocos Creator) - Puzzle game with JSON-driven level editor. New levels can be added by specifying initial and target angles in a JSON config file. Demo Link - [Road Connect Video](#)