



Giang Pham

PRODUCT OWNER | GAME DESIGNER

CONTACT

Ho Chi Minh City, Viet Nam

giangcoi041@gmail.com

linkedin.com/in/giang-pham-721a76128

giangpham.pages.dev

SNAPSHOT

9+

Years Exp

20+

Shipped Titles

DESIGN

- Game systems design
- Core gameplay design
- Economy & progression
- LiveOps design
- UX / player flow
- Balancing & tuning
- Feature design

PRODUCTION

- Agile production
- Team leadership
- Cross-functional collaboration
- Milestone planning
- Live service operations

TECHNICAL

- Unity Engine
- Gameplay prototyping
- Technical design documents
- Jira / Confluence
- Analytics & KPI tracking

PLATFORMS

- Mobile F2P
- PC / Steam
- Cross-platform design

PROFILE

Product Owner and Game Designer focused on turning game ideas into clear systems, playable features, and live products that players can understand, enjoy, and return to. Experienced across mobile F2P, PC/Steam, RPG, strategy, hidden object, social, and blockchain-related games.

SIMPLE is the BEST!

EXPERIENCE

2023 - Present

Middle-level Product Owner

IMBA

Lead product direction, feature planning, live service priorities, and cross-functional execution for game projects.

2021 - 2023

Product Owner

IMBA

Owned feature direction, milestone priorities, product decisions, and delivery coordination across game teams.

2019 - 2021

Senior Game Designer

IMBA

Designed systems, gameplay features, progression, balancing, UX flow, and content structure for shipped games.

2017 - 2019

Game Designer

IMBA

Contributed to game concepts, feature specifications, gameplay loops, balancing, and design documentation.

2016 - 2017

Game Designer

GOGAME

Started professional game design work, contributing to gameplay concepts, content, and player flow.

SELECTED PROJECTS

Meow Meow Warriors

Product Owner | Game Designer



Idle RPG focused on progression, collection, combat pacing, and long-term motivation.

Kawaii Fishing Together

Product Owner | Game Designer



Fishing and social game built around approachable loops, expression, and repeatable play.

I Am Hero

Senior Game Designer



AFK tactical teamfight RPG with hero collection, battle planning, and meta progression.

Kawaii Mansion

Senior Game Designer



Hidden object and home design game focused on decoration motivation, content progression, and player flow.

Auto Chess Legends

Game Designer



Strategy autobattler focused on unit synergy, tactical choices, balance, and match flow.

Overload

Game Designer



Multiplayer car battle game centered on vehicle combat and competitive game feel.

EDUCATION

Bachelor of Information Technology

University of Science, Ho Chi Minh City - Faculty of Information Technology, 2016