

# Quang Nhat Nguyen

Game Developer & Software Engineer

☎ (+84) 968 437 841 | ✉ nnquang15.work@gmail.com | 📍 District 4, Ho Chi Minh City | 🌐 GitHub/Lightkod

## ABOUT ME

---

I'm a passionate developer with broad interests in game development, fullstack engineering, and DevOps. I am on a journey to gather the experience needed to bring my game ideas to life, with the hope of turning my creativity and vision into meaningful, engaging experiences.

## EDUCATION

---

### Bachelor of Software Engineering

VNU-HCM University of Science

Ho Chi Minh City

2021 – 2025

- GPA: 3.9/4
- Achieved top score of 4.0/4.0 in: Software Architecture, Game Development, Mobile App Development, Advanced Web Development, User Interface Design, Probability and Statistics, Physics for IT and Linear Algebra

## TECHNICAL SKILLS

---

**Languages:** C#, JavaScript, TypeScript, Python, Kotlin, Java, C/C++, PHP, Solidity

**Game Development:** Unity, Unity Netcode, Addressables, Steamworks, P2P Networking, Server-Client Networking

**Web & App:** Node.js, React, React Native, RESTful APIs, WebSocket, Telegram Mini App

**Blockchain:** Solidity, Ethereum, NFT Smart Contracts

**Database:** MongoDB, PostgreSQL, MySQL, Redis

**DevOps & Infrastructure:** Docker, Linux, Nginx, CI/CD, DigitalOcean, SSH

**Tools & Platforms:** Git, GitHub, Firebase, Postman, Android/iOS Build Pipelines

## EXPERIENCE

---

### Sol Strix Studio

Solo Game Developer

Ho Chi Minh City

10/2024 – Present

- Achieved over 200 wishlist entries and over 1,000 demo players, with an average session length of 36 minutes.
- Designed, developed, and launched games from scratch, handling every aspect of the process from concept to deployment.
- Managed the entire marketing and publishing process, including creating promotional trailers, setting up the Steam store page, and organizing launch strategies to maximize visibility.
- Implemented a peer-to-peer (P2P) multiplayer system using Unity Netcode, allowing for smooth, low-latency online co-op gameplay with zero server costs.
- Utilized Steamworks API for Steam integration, including achievements, Steam Cloud, and multiplayer functionality to enhance the user experience and improve retention.
- Technologies: Unity, Unity Netcode, Steamworks, C#, P2P networking, Git.
- Website: <https://store.steampowered.com/curator/45539120>

### CJ Technologies

Fullstack NFT Game Developer

Remote

09/2024 – 03/2025

- Designed, developed, and maintained the complete game platform stack, including the backend server, web frontend, and Solidity smart contracts.
- Developed backend APIs to support game mechanics, player interactions, and the integration of blockchain technology for in-game assets.
- Implemented a custom entropy system to provide provably random outcomes for in-game mechanics, enhancing transparency and fairness on the blockchain.

- Designed and optimized Solidity smart contracts to handle in-game transactions, NFT minting, and asset transfers efficiently.
- Built an NFT caching system that reduced on-chain contract calls, improving the platform's performance and reducing gas fees for users.
- Worked on server infrastructure, configuring Nginx and managing Linux servers to ensure optimal platform performance and uptime.
- Implemented WebSocket-based real-time communication for in-game events and notifications, improving user interaction and engagement.
- Technologies: React, PHP, Solidity, MySQL, Websocket, Nginx, Linux, Docker, Ethereum
- Website: <https://worldofblast.com>

## **Tiny Castles Studio**

Ho Chi Minh City

*Unity Game Developer*

04/2024 – 08/2024

- Worked closely with backend developers to design and implement a server-client architecture supporting real-time gameplay.
- Integrated WebSocket communication for responsive and synchronized player data.
- Deployed games as Telegram Mini Apps, enabling seamless access within the messaging platform.
- Technologies: Unity, WebSocket, MongoDB, Telegram Mini App.

## **Moon Cat Studio**

Ho Chi Minh City

*Unity Game Developer*

08/2023 – 03/2024

- Contributed to the studio's mobile portfolio, reaching over 1 million downloads across all developed games.
- Independently developed casual and hyper-casual games based on game design documents and feature specifications.
- Created internal Unity tools to streamline level design, asset management, and in-game UI customization.
- Handled full deployment pipeline, including build preparation and submission to both Google Play Store and Apple App Store.
- Performed iterative updates post-launch, based on analytics and player feedback.
- Technologies: Unity, Android/iOS deployment toolchains.

## **PROJECTS**

---

### **VOU Game Marketing**

Graduation Project

*Backend Developer / Mobile Developer*

02/2025 – 07/2025

- Designed a containerized microservices backend using Docker for scalability and modularity.
- Provisioned and maintained the infrastructure on DigitalOcean using Linux-based VPS with CI/CD pipelines.
- Configured and optimized Nginx as a reverse proxy for routing traffic to backend services.
- Implemented RESTful APIs in Node.js to serve game data and user content.
- Integrated both MongoDB and PostgreSQL for handling unstructured and relational data respectively.
- Developed the mobile client in Unity, with real-time communication to backend services.
- Technologies: Node.js, Unity, Docker, Linux, Nginx, MongoDB, PostgreSQL.
- Website: <https://www.vougame.com>

### **Prototype Turn-Based Strategy**

Solo Project

*Solo Game Developer*

01/2023 – 08/2023

- Self-initiated project to learn Unity and core game development practices.
- Designed and implemented a modular and scalable architecture to support easy content expansion.
- Utilized Unity Addressables to optimize performance and streamline asset management.
- Built core gameplay systems such as turn management, AI pathfinding, and unit abilities.
- Technologies: Unity
- Demo: <https://youtu.be/Fv4muer8GAc>

## **CERTIFICATIONS**

---

**IELTS Academic**

Overall Scores: 7.5