

# NGUYEN TRI PHONG

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## SUMMARY

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A highly motivated and award-winning Community Leader with a background in Software Engineering, passionate about building vibrant online gaming communities. Proven ability to organize large-scale events, create engaging content, and foster player interaction. **Blending creative social storytelling with technical understanding**, I aim to craft engaging content experiences for gamers. I'm excited to contribute to Ather Labs and help grow the ARPG roguelite title **SIPHER ODYSSEY**. My proactive approach aligns with the company's culture of "speed of execution".

## KEY SKILLS

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- **Core Skills:** Community Management, Social Media Strategy, Content Planning, Event Organization, Livestream Production.
- **Platforms:** Facebook, Discord, Zalo, TikTok (basic).
- **Tools:** Canva, OBS Studio, CapCut, Photoshop (basic), Social Media Analytics tools, Google Sheets.
- **Technical (Developer Edge):** JavaScript, Node.js, MongoDB, Git & GitHub. Built a **custom livestream tool** for Arena of Valor tournaments (real-time ban/pick overlay automation).
- **Languages:** Vietnamese (Native), English (Intermediate, TOEIC 530).

## COMMUNITY LEADERSHIP EXPERIENCE

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### Community Founder & Leader | Arena of Valor Community – IUH

Ho Chi Minh City | Nov 2024 – Present

- Founded and developed the IUH Arena of Valor community from **0** → **600+ followers** and **200+ Zalo members** through consistent content and tournaments.
- Organized and successfully operated multiple major tournaments, including the “*Tứ Phương Đại Chiến*” series with over **64 participating teams**, along with *Student Showdown* and *K21 Championship* (32+ teams each).
- Produced registration posts, bracket updates, and congratulatory content with typical **60–70 organic reactions** and **~70 comments** per post; peaks of **180+ likes** on boosted promotions.
- Operated tournament **livestreams (20–30 CCV)** and implemented a self-built **real-time ban/pick overlay tool** to streamline broadcast workflows.
- Awarded “**The Best Community**” for two consecutive seasons (Spring & Winter 2025) recognizing growth, event quality, and engagement.

## EDUCATION

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### Industrial University of Ho Chi Minh City (IUH)

*Ho Chi Minh City | 2020 – 2025*

- **Bachelor of Engineering in Software Engineering**
- *Graduation Grade: Credit*

## GAMING PROFILE & INTERESTS

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- Experienced across genres: Action RPGs (**Genshin Impact**), MOBAs (**Arena of Valor**), and MMORPGs.
- Deep involvement in Web3/NFT gaming communities, particularly **MIR4** and **Night Crows**.
- Active contributor to online gaming communities with strong interest in player-driven economies and social dynamics.