







Quang Tuan Anh Tran (Andrew)

Software developer

 LinkedIn |  [sir-apple.github.io](https://github.com/sir-apple) |  GitHub

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SKILLS

CSS | HTML | C# | JavaScript | C++ | React | Tailwind | MySQL | Git | Python | .NET | OOP | Word Press | Unity | Unreal Engine | Godot Engine | Coco Engine

EXPERIENCES

Software Developer (Part-time)

07/2023 - Present

Advance Studio

Brisbane QLD, Australia

- Currently contributing remotely in a small studio with artists from Vietnam on the Battle of Lords: Advance Chess game for mobile and desktop. Responsible for implementing complex chess movements and animations using advanced **Unity/C#** programming techniques for a seamless user experience.
- Actively involved in design discussions and problem-solving sessions to enhance the chess gaming interface and contribute to the project's overall progress.

Software Developer (Part-time)

04/2023 - 10/2023

Beyond Studio

Hanoi, Vietnam

- Remotely collaborated with a team on [Epoch 2140](#)'s sport-style Trading Card game, focusing on animations and features like coin tossing, card movements, and spawning and also the [Interactive Booth](#) in **Unity/C#**. Also worked on an interactive [landing page](#) using **HTML/CSS** and **JavaScript**.
- Contributed to [MetaHorse](#)'s horse racing game development by adding RPG-style elements like a third-person controller, Ready Player Me for character selection, and a Pokemon-inspired horse-catching system using **Unity/C#**.

Software Developer (Internship)

09/2021 - 03/2022

Premier Ducts Pty Ltd

Brisbane QLD, Australia

- Designed and implemented the front-end and user experience for an internal application utilised by duct workers in the workshop.
- Developed multiple application features, such as station generation using **C#**, and **Xamarin**.

SIDE PROJECTS

[GREATER POWERS OF GODS AND HEROES](#) from [Darkstar Games](#)

- Engaging in remote collaboration with a global team on an RPG-style game for PlayStation 4 and 5, focusing on character movements, spellcasting dynamics, and AI/NPC behaviours in **Unity/C#**.
- Implementing RPG-style elements and optimised in-game dynamics for an immersive user experience in line with project goals.

[OLD GOVERNMENT HOUSE AR SIMULATOR](#) from [Wicked Interactive StoryTelling](#)

- Proficiently created virtual elements like dynamic cameras, interactive radios, doors, and menus in **Unity/C#** to enhance user engagement.
- Utilised **Blender** for 3D modelling to authentically replicate historical objects within the Old Government House for a realistic virtual environment portrayal.

[CODING IN THE PARK](#) from [Queensland University of Technology](#)

- Created the website's interactive frontend with **HTML/CSS**, incorporating **JavaScript** mini puzzle games.
- Managed backend functionalities using **PHP/MySQL** for smooth operation and **data management**.
- Produced detailed product documentation, actively involved in design, development, and testing throughout the project's lifecycle with the team.

EDUCATION

Queensland University of Technology

Bachelor of Games and Interactive Environments

02/2020 - 11/2022

Bachelor of Information Technology

02/2017 - 11/2019

REFERENCES

Viet Phung (Senior Software Engineer at Truii)

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Ruoxuan Zhang (Business Analyst at Apple)

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