Quang Tuan Anh Tran (Andrew)

Software developer

in LinkedIn | 🌐 Portfolio | ⦿ GitHub

📍 Australia | 📱 0480 355 031 | ✉ tranquangtuananh2801@gmail.com

SKILLS

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

EXPERIENCES

Advance Studio   **07/2023 - Present**

Software Developer (Part-time)   *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.

Beyond Studio   **04/2023 - 10/2023**

Software Developer (Part-time)   *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#**.

Premier Ducts Pty Ltd   **09/2021 - 03/2022**

Software Developer (Internship)   *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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