Quang Tuan Anh Tran (Andrew)

Software developer

 LinkedIn | 🌐 Portfolio | GitHub

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

SUMMARY

I am a software developer with experience across multiple domains, I have been contributing to diverse projects in both remote and on-site environments. My recent experience includes developing complex game features and animations using **Unity/C#** and participating in design discussions to enhance user experiences. Additionally, I have had experience in front-end development using **HTML/CSS** and **JavaScript**. Therefore, I am passionate about leveraging my full-stack development expertise to contribute meaningfully to a dynamic team.

EXPERIENCE

Advance Studio   **07/2023 - Present**

Software Developer   *Brisbane QLD, Australia*

- Collaborating remotely with a cross-functional team of senior engineers and international artists/designers from Vietnam, Japan, and Canada to develop *Battle of Lords: Advance Chess* for mobile and desktop platforms.
- Implementing advanced movement logic and complex animation systems for chess pieces using **Unity** and **C#**, with a focus on performance and smooth user interaction.
- Refactoring and optimising existing game systems to improve maintainability and responsiveness.
- Participating in iterative design reviews, sprint planning, and technical problem-solving discussions to ensure alignment with gameplay goals and project milestones.
- Contributing to **UI/UX** enhancements and game state management logic for a more engaging player experience.

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

Software Developer   *Hanoi, Vietnam*

- Developed key gameplay features for [Epoch 2140,](#) a futuristic sports-themed Trading Card Game, including card mechanics, coin toss animations, and object spawning using **Unity/C#**.
- Designed and built an [Interactive Booth](#) in **Unity** to showcase the game during promotional events.
- Engineered a responsive landing page for [Epoch 2140](#) using **HTML**, **CSS**, and **JavaScript**, integrating with game branding and promotional assets.
- Contributed to [MetaHorse](#), a horse-racing RPG game, by implementing RPG mechanics such as third-person controller systems, Ready Player Me integration for avatar selection, and a Pokémon-inspired horse-catching feature using **Unity/C#**.
- Worked in close collaboration with remote team members across design, animation, and development disciplines to ensure feature alignment and consistency.

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

Software Developer Intern   *risbane QLD, Australia*

- Developed the front-end interface and user experience for an internal **Xamarin**-based mobile application used by workshop employees to track and manage ductwork processes.
- Implemented core application functionality, including custom station generation logic and workflow visualisation tools, using **C#**.

SKILLS

Languages: JavaScript, TypeScript, Java, Python, C#, C++, PHP, HTML, CSS, SQL

Libraries/Technologies and Game Engines: React, Tailwind, Node, Next, ASP .NET / .NET Core, Git, Unity, Unreal Engine, Godot Engine, Xamarin, WordPress, Figma

Database: MySQL, MongoDB, Microsoft SQL Server, NoSQL, SQLite, PostgreSQL

SIDE PROJECTS

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 Information Technology/ Games and Interactive Environments   **02/2017 - 11/2022**

REFERENCES

Viet Phung (Senior Software Engineer at Truii)

pqviet030188@gmail.com