




Quang Tuan Anh Tran (Andrew)

Software developer

 LinkedIn |  Portfolio |  GitHub

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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, JavaScript, ReactJS** and **VueJS**. 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 on a part-time basis with a cross-functional team of senior engineers and international artists and 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..
- 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.
- Developing a **VueJS** [landing page](#) aligned with the game's visual branding.

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.
- Developed 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

Brisbane 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, Vue, 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

MY MANGA SPACE

Developed a Vietnamese-subbed dynamic manga discovery web application using **React**, **React Router**, and **Bootstrap**, integrated with the OtruyenAPI. Key features include:

- Implemented client-side routing for seamless navigation between home, genre, trending, and detail views.
- Designed responsive UI with custom fonts and dark theme for improved visual engagement.
- Integrated live pagination and category filtering for a better content browsing experience.

OLD GOVERNMENT HOUSE AR SIMULATOR

Developed as part of the [Wicked Interactive StoryTelling](#) initiative, this interactive tour and simulation app allows users to explore QUT's Old Government House as it appeared during its historical period of active use by Queensland Governors.

- 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

A full-stack web project developed at [Queensland University of Technology](#), this internal education-focused platform promotes S.T.E.M. (Science, Technology, Engineering, and Mathematics) through interactive content. It enhances learning by integrating physical activities to create an engaging and alternative educational experience.

- 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)

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