Quang Tuan Anh Tran (Andrew)

Software developer

 in 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** and **JavaScript**. Therefore, I am passionate about leveraging my full-stack development expertise to contribute meaningfully to a dynamic team.

EXPERIENCES

Advance Studio   **07/2023 - Present**

Software Developer (Part-time)   *Brisbane QLD, Australia*

- Currently contributing remotely to a small studio, collaborating with a senior software engineer and international artists and designers (from Vietnam, Japan and Canada) on the mobile and desktop game Battle of Lords: Advance Chess.
- 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 an international team including other developers, artists and animators on game projects.
- Developed animations and features like coin tossing, card movements, and spawning for the [Epoch2140](#)'s sport-style Trading Card game and created the game's [Interactive Booth](#) with **Unity/C#**. Therefore, developed the [Epoch 2140's landing page](#) using **HTML/CSS** and **JavaScript**.
- Developed RPG-style elements like a third-person controller, Ready Player Me for character selection, and a Pokemon-inspired horse-catching system using **Unity/C#** for the [MetaHorse](#)'s horse racing game.

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**.

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

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

REFERENCES

Viet Phung (Senior Software Engineer at Truii)

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