NGUYEN TAN HUY

SOFTWARE TESTER

As a dedicated Junior QA/QC , I excel at identifying critical issues and driving quality improvements in Agile environments. Eager to leverage my analytical skills and passion for excellence, I'm ready to make an immediate impact on your team.

CONTACT

☎ +84 936329796

✉ nguyentanhuy1096@gmail.com

📍 488 Cho Cau Muoi, Cau Ong Lanh Ward, District 1, HCMC

My Demos
My Portfolio

PROFESSIONAL SKILLS

- API, websocket manual test
- Jira, Testmo, Postman, OBS
- OOP, Python, C#
- Design Pattern, AI Assistant
- Networking in IoT
- Git, Sourcetree, Trello
- MySQL workbench
- Building 2D and 3D game with Unity

TRANSFERABLE SKILLS

- Project, Time Management
- Analytical, Research skills
- Critical Thinking & Multitask
- Exploit bug, coding mindset.
- Problem-Solving mindset
- Gundam Custom, Gameplay Design, Boardgame Design, Event Planning

WORK EXPERIENCE

MANUAL SOFTWARE TESTER OUTSOURCE

Spectaq Software Ltd   June 2024 – April 2025

- **Multi-platform** Manual Testing: Evaluated user interface and performance across multiple devices (IOS and Android app, WebAppPc). Also some testing **API** and **WebSocket** with **Postman**. Developed, executed, and maintained detailed **test cases** with Testmo, get and edit evident with OBS studio and veed.io
- **Client Communication**: Attended meetings, gathered requirements, and collected feedback to ensure product quality.
- **Bug Reporting & Tracking:** Identified, logged, and tracked bugs, collaborating with development for timely fixes with **Jira, google sheet.**
- **Agile & Outsourcing**: Worked effectively in Agile outsourced projects with strong cross-functional communication.

GAME TESTER-PRODUCT

Hexpion Studio   Oct 2023 – March 2024

- Identified game errors accurately and completely, providing detailed feedback at developer viewpoint to team.
- Manage lists of errors, error handling status, and continuously update the product quality to **trello** and **Sourcetree**.
- Have clear user views on gameplay, UX/UI testing, contribute ideas to the project using **Unity Engine**.
- **Manual testing** game, research and write **test cases** for games.

INDIE TD REMOTE GAME LEVEL DESIGNER

TDCGames Studio   May 2023 – Oct 2023

- Collaborated with a team to design and create levels for a tower defense game.
- Developed level layouts, Monster Mechanic, Game Balance, Support Game Developer team.
- Gained hands-on experience with Unity's level design tools and tilesets.

LANGUAGES

- English (Fluent)
- Japanese (Basic)
- Korean (Basic)

EDUCATION

Automation and Control Engineering

Bachelor Degree of Engineering

TON DUC THANG UNIVERSITY

2015 - 2021

Unity Game Developer

GREEN ACADEMY

2022 - 2023

CERTIFICATIONS

- IIG Toeic 795 / 990
- Microsoft Office Specialist (Excel, Word)
- HackerRank SQL Basic
- Unity Game Developer Certification

PERSONAL DEVELOPMENT PROJECT

3D/2D GAME UNITY DEVELOPER/TESTER

Oct 2022 – May 2023

Academy Project
Game 3D RPG, Game 3D FPS, Game 2D Platform

- Led the comprehensive development of a Unity game, mastering advanced techniques for precise **gameplay mechanics**, robust game **management systems**, diverse **gameplay elements**, and **optimized performance** through advanced Unity features and technologies.
- Testing and refining gameplay mechanics, **AI behavior**, and **environmental interactions**.
- Testing of **AI pathfinding** using **Unity's NavMeshAgent**, ensuring smooth NPC movements and interactions with the game environment.
- **Evaluated lighting** and **material design** to achieve **realistic visual effects** and provided valuable insights into the implementation of **Ragdoll physics** for enhanced **player and NPC interactions**.
- **UnitTesting** core game components such as **player** and **NPC controllers, level layouts,** and **game mechanics**.
- Gameplay testing, identifying and addressing potential issues related **player movement, collision detection, and enemy behavior** which using advanced techniques such as **Input System, Boxcast, and Raycast.**
- Conducted thorough **testing across various devices** and operating systems, **identifying bugs**, and **fixing bugs**. This **multifaceted approach** allowed me to **ensure** both the **quality of the game's** development and its seamless user experience.
- Tech: Git, Sourcetree, Unity Editor, Build and test on Android device and PC.

FREELANCE

PROJECT LEADER

2020 – Jan 2025

Appen Global, Lionbridge

- Build teams, coordinate personnel.
- Manage and ensure the quality and performance of the entire project.
- Monitor and report project progress, and make payments to employees.
- Identify and troubleshoot issues related to equipment and software.