

# NGUYEN DUY MINH

## Game Developer

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🌐 <https://minhnduit.github.io/portfolio/>

I'm an experienced Game Developer specializing in Hyper-casual and Mid-core NFT game development. Proficient in game design principles, programming languages, and development tools, with a track record of porting and optimizing games for various platforms. Skilled in SOLID principles, Object-Oriented Programming (OOP) concepts, and design patterns, with a focus on test-driven programming. Proficient in CI/CD toolkits like GitHub Actions, AWS CodePipeline, and Jenkins. Familiar with Agile Scrum methodologies for streamlined project management. Eager to contribute creativity and technical expertise to cutting-edge game projects.

## Experience

### Game Developer at INDIGAMES

Present

- Developed mid-core RPG gameplay features with complex systems such as quest, maps, battle, ability, loot, cutscenes.
- Proficient in utilizing Unity to develop a wide range of game genres.
- Applied SOLID principles and OOP concepts to design and implement scalable and maintainable codebase.
- Utilized porting and optimization skills to adapt games for various platforms and enhance performance.
- Develop of proxy servers to integrate API-related functionalities
- Implemented CI/CD pipelines using GitHub Actions, AWS CodePipeline, and Jenkins for automated builds, tests, and deployments.
- Collaborated closely with cross-functional teams in Agile Scrum environment to deliver high-quality game features on time.

April 2022

### Media Editor at RUNMDEAL

Sep 2021

- Design media for marketing, includes: videos, product pictures, thumbnail, gifs...
- Find other media sources to improve media quality

May 2020

- Learn about customer insight and color scheme.

### Data Analyst Intern at Univina

Dec 2018

- Analyze raw data input
- Write report and suggest improving future projects
- Learn basic knowledge about Cryptocurrency

Sep 2018

- Software Testing.

### Website Manager at Profile Man

Sep 2018

- Collect and analyze data to provide more insight for improving business strategy
- Introduce, consult products and answer customer's queries via phone and email
- Implement and improving website UI

May 2018

- Write and upload product advertising post via social media platforms.

# Projects

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Jan 2024

## Crypto Quest Metaverse:

A mid-core RPG style NFT game with storylines and battles.

Main responsibility:

- Incharge of design and implement gameplay systems such as quest, encounter, loot, dialogue and cutscene interaction, magic stone upgrade.
- Implement complex ability calculations for balanced and strategic gameplay.
- Collaborated on the development of the battle system, focusing on UI flow for skills and battle commands to optimize player engagement
- Incharge of the import and conversion of critical data such as enemies, effects, equipments, and battlefields, ensuring compatibility and integrity through rigorous testing.
- Implement other small feature like transition, currency, teleporting, maps, cutscene node extension,...

June 2023

June 2023

## GMO Hyper-casual porting:

Optimize and porting games

Main responsibility:

- Incharge of optimize and port mobiles games to WebGL for IOS.
- Maintain and implement new features for legacy games.
- Use addressable asset system to optimize game's asset loading.

Jan 2023

Jan 2023

## Mirrativ Mugen Horror Action

A live multi-genre game in which player explores stories behind haunted places.

Main responsibility:

- Participate in developing gameplay ability system.
- Implement other features such as enhancement system, special weapons, weapon's special ability.
- Convert data such as abilities, weapons, armors, accessories, enemies from master data to Scriptable Objects to increase development speed.

Sep 2022

Sep 2022

## Pino Hyper-casual games

Hyper-casual games for Pino Ice-cream marketing campaign.

Pino Rhythm: a rhythm music game genre inspired by Guitar Hero.

Pino Koi: a slightly bittersweet and sweet love visual novel game.

Main responsibility:

- Incharge of implement core gameplay for Pino Rhythm
- Implement music note speed formular to calculate note placement base on BPM
- Incharge of UI implementation for Pino Koi.
- Use NodeJS and ExpressJS to build proxy server to implement SNS Share function

April 2022

## Skills

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- English Level: TOEIC 970
- Proficient in C#, Javascript, HTML, CSS
- Familiar with Python, Java, C++
- Backend Development: Node.js, Express.js
- CI/CD: Jenkins, AWS, Github Actions
- Game Engine: Unity
- Strong understanding of SOLID & OOP
- Proficient in test-driven development
- Familiar with Agile Scrum methodologies
- Proficient in using VIM
- Tools/IDEs: Rider, Tiled, Postman, Figma
- Databases: SQL Server, MongoDB

## Education

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University Of Information Technology Ho Chi Minh City

September 2022

- Bachelor of Information System
- GPA: 3.16

## Certification

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TOEIC

[https://drive.google.com/file/d/1-qgUwr\\_ri0xqbQFVB6HqXPZEGi3GciMv/view?usp=share link](https://drive.google.com/file/d/1-qgUwr_ri0xqbQFVB6HqXPZEGi3GciMv/view?usp=share_link)

Web Design

<https://www.udemy.com/certificate/UC-0343c2c4-6158-4a2e-aa2f-74b172470cce/>