NGUYEN DUY MINH

Fullstack Engineer

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Experienced Fullstack Engineer with a strong foundation in both frontend and backend development. Proficient in building scalable web applications, web games and services using modern technologies. Skilled in designing and implementing robust architectures, ensuring high performance and maintainability. Experienced in Agile methodologies and CI/CD pipelines for efficient project delivery.

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
- Learn about customer insight and color scheme.

May 2020

Data Analyst Intern at Univina

Dec 2018

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

Sep 2018

Website Manager at Profile Man

Sep 2018

- Collect and analyze data toprovide more insight for improving business strategy
- Introduce, consult products and answer customer's queries via phone and email
- Implement and improving website UI
- Write and upload product advertising post via social media platforms.

May 2018

Projects

Jan 2024

Crypto Quest Metaverse:
A mid-core RPG style NFT web 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 web games

Main responsibility:
- Optimized and ported mobile games to WebGL for cross-platform compatibility.
- 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 web 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:
- Developed and maintained web-based hyper-casual games for marketing campaigns.
- Designed and implemented frontend UI/UX features.
- Implement music note speed formular to calculate note placement base on BPM
- Use NodeJS and ExpressJS to build proxy server to implement SNS Share function

April 2022

Skills

- 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 , MongoDB

Education

University Of Information Technology Ho Chi Minh City   *September 2022*

- Bachelor of Information System
- GPA: 3.16

Certification

TOEIC
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/