NGUYEN MINH GIANG
Senior Game Developer | Full-stack Developer
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🎯 OBJECTIVE

Senior Game Developer with **9+ years of experience** in developing cross-platform games (**Web, Android, iOS**) using **Cocos Creator**. Proficient in **Full-stack development** (Node.js, MongoDB) with strong capabilities in optimizing and building **high-quality game cores**. Seeking to contribute to large-scale projects, apply new technologies, and **lead teams effectively**.

Goals for the next 2 years:
✅ Become a professional Full-stack Developer.
✅ Improve English communication skills.

Long-term Goals:
🚀 Build **game client-server systems** with new technologies.
🚀 Share knowledge and support newcomers in the industry.
🚀 Dive deeper into technology with the goal of becoming a **CTO**.

🎓 EDUCATION

HUTECH University

Major: Information Technology | **GPA:** Good (2008 - 2012)

Ho Chi Minh City University of Science

Major: Expert Programming iOS | **GPA:** Good (2011)

💼 WORK EXPERIENCE

Dynamite Game – *Lead Developer*

📅 **12/2019 - Present**
✅ Developed cross-platform games using **Cocos Creator, Typescript, Node.js**.
✅ Built & optimized backend (**Node.js, MongoDB**) for high performance.
✅ Deployed and managed **servers on VPS**, optimizing operational costs.

✅ Managed and mentored a **5-8 member team**, enhancing product quality.
✅ Implemented **technology solutions**, improving game performance by ~20%.
✅ Managed & deployed **applications on Google Play/App Store**.

Tamtay Joint Stock Company – *Lead Developer*

📅 **04/2014 - 12/2019**
✅ Developed **iOS/Android/Web games** using **Cocos2d, Cocos2d-x, Cocos2d-js**.
✅ Built game server systems with **Smartfox Server (Java)**.
✅ Deployed applications on **Google Play/App Store**.
✅ Provided **technology solutions** for projects.

Vivoo Software Joint Stock Company – *iOS Developer*

📅 **02/2012 - 03/2014**
✅ Developed **iOS game clients** using **Cocos2d Objective-C**.
✅ Built game client-server systems using **pure socket**.
✅ Developed a photo editing application using **Objective-C**.

🛠️ SKILLS

💻 **Programming Languages:** Typescript, JavaScript, Objective-C, Java, C++
🎮 **Game Engines:** Cocos Creator, Cocos2d-x, Cocos2d-js
📌 **Backend & Database:** Node.js, MongoDB, Firebase
🛠️ **Tools & Frameworks:** Git, VS Code, Xcode, Android Studio, JIRA
⚡ **DevOps:** VPS setup, Server deployment, CI/CD

🚀 MAIN PROJECTS

Balut Dice (*Lead Developer*)

📅 **10/2022 - Present**
Description: Cross-platform game (**Web, iOS, Android**) using **Cocos Creator**

✅ Backend using **Node.js, MongoDB**.
✅ Developed backend & frontend.
✅ Optimized code & built game core.
✅ DevOps (Linux, Ubuntu,...).
🔗 gamebalut.com

Global Casino (*Lead Developer*)

📅 **12/2019 - Present**
Description: Developed over **30 Casino games**, including **Turn-Based (Poker, Tongits)**, **Round-Based (Tai Xiu, Bau Cua)**, **Single-Play (Hi-Lo, Bola Tangkas)**.
✅ Designed, developed & optimized the system.
✅ Lead the team, reviewed code.
✅ Managed and deployed games.

Asia Casino (*Leader & Developer*)

📅 **12/2016 - 12/2019**
Description: A game simulating traditional Asian card games.
✅ Built game backend server using **Smartfox Server (Java)**.
✅ Developed game client using **Cocos2d-JS (HTML5 & JavaScript)**.
✅ Optimized performance, deployed on **App Store & Google Play**.

Client Vietnamese Casino (*Leader & Developer*)

📅 **07/2014 - 10/2014**
Description: A game simulating traditional Vietnamese card games.
✅ Developed game client using **Cocos2d Objective-C**.
✅ Optimized code, fixed bugs, and deployed the game.

🌍 LANGUAGE SKILLS

✅ **English:** Good in reading and writing; average listening skills, currently improving.

🏆 ACHIEVEMENTS

🎯 Lead the development of **Balut Dice**, achieving **500,000+ downloads** on Google Play & App Store.
🎯 Built a **high-performance game backend**, improving efficiency by **~20%** over previous versions.
🎯 Developed over **30+ Casino games**, attracting millions of players worldwide.