

**NGUYEN MINH GIANG**

**Senior Game Developer | Full-stack Developer**

Ho Chi Minh City, Vietnam

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## OBJECTIVE

Senior Game Developer with **9+ years of experience** in building cross-platform games (**Web, Android, iOS**) using **Cocos Creator**.

Proficient in **Full-stack development** (Node.js, Typescript, MongoDB, Redis, gRPC) with strong expertise in optimizing and creating **high-quality game cores**.

Hands-on experience in **DevOps**, including building, configuring, and deploying API services to hosts, VPS, and cloud environments.

Motivated to contribute to large-scale projects, adopt new technologies, and **lead teams effectively**.

### **Goals for the next 2 years:**

- 🔗 Achieve mastery as a Full-stack Developer.
- 🔗 Enhance English communication skills.

### **Long-term Goals:**

- 🔗 Build advanced **game client-server systems** with modern technologies.
  - 🔗 Share knowledge and mentor newcomers in the industry.
  - 🔗 Pursue in-depth research in technology with the ambition of becoming a **CTO**.
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## EDUCATION

### **HUTECH University**

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


### **Ho Chi Minh City University of Science**

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

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## 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, Redis**) 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**.


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## 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
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## MAIN PROJECTS


### Balut Dice (*Tech Lead*)

 **10/2022 - Present**

**Description:** Cross-platform game (**Web, iOS, Android**) using **Cocos Creator, Node.js, MongoDB**.



- Developed backend & frontend.
- Optimized code & built game core.
- Integrated **Firebase** & managed servers on **VPS**.
- [gamebalut.com](http://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.

-  Led 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

-  Led 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.
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