

NGUYEN QUOC THAM

Web developer / Game Developer

Download CV

3+ years of experience in web developer. Working with popuplar front-end framework: ReactJS (NextJS), Angular,... and web technologies/libraries: scss/css, Javascript/Typescript, gsap, framer-motion, Strapi... Also working with Nodejs, Expressjs,...

9+ years of experience in mobile game development. Handle porting Android games, customize game features. Html5/Android game creator. Optimize working process. Research new technology and apply to work. Training team members. Working with multiple platform: Android, Windows, Web, iOS. Technical proficiencies: C++, C#, Java, Javscript/Typescript, CSS, PHP,...

> Has experience with DevOps: setting VPS server, working with Docker, K8s, Helmfile/Helmchart,... Familar with Agile/Scrum process.

Experience

2020 - Present

Front-end Lead

- Gameloft VN, HCM.
- → Revamp/create gameloft marketing sites using Reactjs.
- → Build up project templates and front-end libraries.
- → Define team working process.
- → Using Docker to deploy app to K8s with helmfile.
- → Work with Strapi as headless cms.
- → Apply prerender tech to support SEO.

2016 - 2020

Project Lead Gameloft VN, HCM.

- → Work in game creator.
- → Work deeply in game build tools to modify and optimize it.
- → Research technology to apply to game process.
- → Apply new company standard technology to projects.
- → Develop usefull tools to team.
- → Work in R&D ideas from superior.
- → Supervisor team member to apply their idea.
- → Work in multiplayer game server.
- → Web development.
- → Nodejs development.
- → Training team members.

2013 - 2016

Project Supervisor Gameloft VN, HCM.

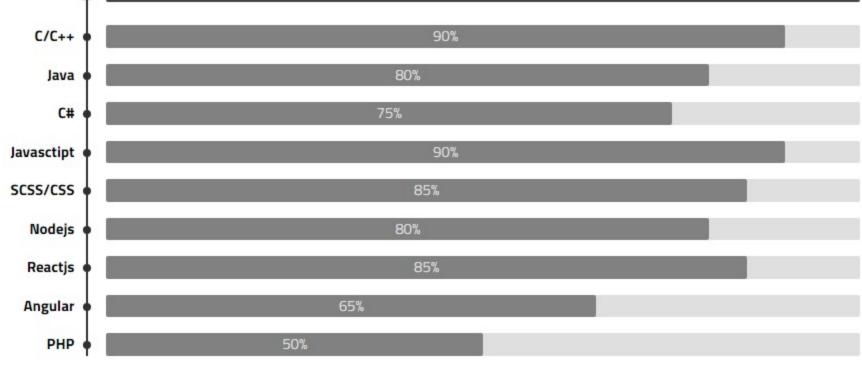
- → Work in most difficult task in projects.
- → Work in build tools to modify and inject new requirements.
- → Develop needed tools for team.
- → Work in new platform: Blackberry, Tizen, Web.
- → Support others team member on their task.
- → Training team members.

2010 - 2013

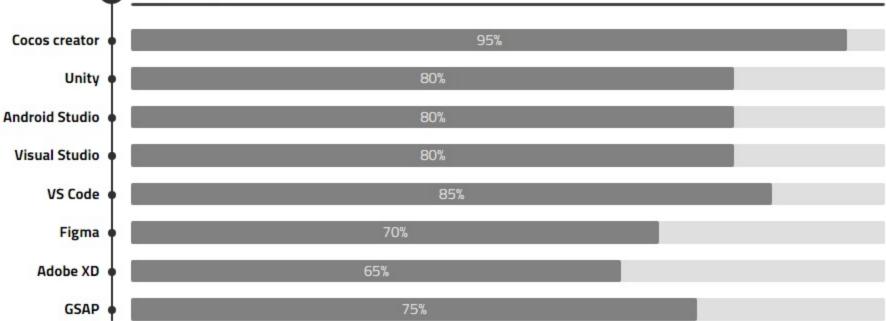
Game developer Gameloft VN, HCM.

- → Porting game from iOS to Android.
- → Implement customization requirement from partner.
- → Learning more knowledge in Android platform.
- → Project bugs fixing.
- → Adapt to standard company's tools and engine to make game.

Skills







Education

Can Tho University 2010

Bachelor of Software Engineering.

2009

Bachelor of Electronics and Telecommunications

References

Can Tho University

Nguyen Phuong Vu Tuan WMT Team lead - Gameloft VN

Pham Ngoc Ha

Lead Producer - Gameloft VN

Huynh Thi Lan

Producer - Gameloft VN

Luong Cong Toan Devision Lead - Gameloft VN

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♠ Contact

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