



# NGUYEN QUOC THAM

Web developer / Game Developer

Download CV

3+ years of experience in web developer. Working with popular 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, Javascript/Typescript, CSS, PHP,...

Has experience with DevOps: setting VPS server, working with Docker, K8s, Helmfile/Helmchart,...  
Familiar 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
- |            |     |
|------------|-----|
| C/C++      | 90% |
| Java       | 80% |
| C#         | 75% |
| Javascript | 90% |
| SCSS/CSS   | 85% |
| Nodejs     | 80% |
| Reactjs    | 85% |
| Angular    | 65% |
| PHP        | 50% |
- ## Software
- |                |     |
|----------------|-----|
| Cocos creator  | 95% |
| Unity          | 80% |
| Android Studio | 80% |
| Visual Studio  | 80% |
| VS Code        | 85% |
| Figma          | 70% |
| Adobe XD       | 65% |
| GSAP           | 75% |
- ## Education
- 2010

Can Tho University

Bachelor of Software Engineering.

2009

Can Tho University

Bachelor of Electronics and Telecommunications.
- ## References
- Nguyen Phuong Vu Tuan

WMT Team lead - Gameloft VN

+84 974 479 957

tuan.nguyenphuongvu@gameloft.com

Pham Ngoc Ha

Lead Producer - Gameloft VN

+84 783 661 368

ha.phamngoc@gmail.com

Huynh Thi Lan

Producer - Gameloft VN

+84 937 327 107

huynhlanbd@gmail.com

Luong Cong Toan

Devision Lead - Gameloft VN

+84 982 094 982

luongcongtoan@hotmail.com
- ## Contact
- Vinh Loc A, Binh Chanh, Ho Chi Minh, Viet Nam

+84 987 970 943

nqtham68@gmail.com
- <https://nqtham68.github.io>