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Nguyen Minh Tien

Senior Software Engineer

About Me A software architecture enthusiast passionate about building scalable systems that serve a large user base. Continuously learning from open source projects and tech blogs.

Education

2017 - 2023, *Ho Chi Minh City University of Technology*
B.E. in Computer Science - *Faculty of Computer Science and Engineering*

Experience

Jul 2020 - Present, ZingPlay Game Studios - VNG Corporation
Started my journey at VNG Tech Fresher Program and progressed to Senior Software Engineer at ZingPlay Game Studios (ZPS). Over the years, I have honed my expertise in game server architecture and backend development using Java, while also contributing to client-side logic with Cocos and Godot when needed. Notable projects I have worked on at ZingPlay Game Studios include:

- **Show** - A card game for Myanmar market.
- **Burkozel** - A card game for the Russian audience.
- **Bida3D** - Global 8-ball pool game.
- **Chaos Age 2** - Global strategy game.

Software Development Skills

Programming
- Java (Netty, Vert.x, Spring Boot)
- Javascript

Databases
- Couchbase
- Redis
- MySQL

Tools & DevOps
- Git
- Docker
- CI/CD

Projects

2020 - present, *Static websites with Hugo*
- My blog on GitHub Pages - *tiennm99.github.io* using *Hugo*.
- Website for *Ngăm* - a charity project founded by my brother's friends.

2020 - present, *Various personal projects showcased on my blog*

Interests

Professional
Game server architecture, distributed systems, Java performance tuning

Personal
Reading novels & manga, playing Genshin Impact & TFT