

# Tien Nguyen Minh

Senior Software Engineer

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## Education

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**Ho Chi Minh City University of Technology**, B.E. in Computer Science in Computer Science and Engineering – Ho Chi Minh City, Vietnam Sept 2017 – June 2023

## Experience

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**Senior Software Engineer**, ZingPlay Game Studios, VNG Corporation – Ho Chi Minh City, Vietnam July 2020 – present

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.

- [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

## Projects

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**Static websites with Hugo** Jan 2020 – present

My blog on GitHub Pages using Hugo. Website for Ngǎm - a charity project founded by my brother's friends.

## Skills

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**Programming:** Java (Netty, Vert.x, Spring Boot), JavaScript

**Databases:** Couchbase, Redis, MySQL

**Tools & DevOps:** Git, Docker, CI/CD

## Interests

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**Professional:** Game server architecture, distributed systems, Java performance tuning

**Personal:** Reading novels & manga, playing Genshin Impact & TFT