TRỊNH MINH SƠN

SOFTWARE DEVELOPER

👤 Male   📞 0911811110   📅 July 11, 1999

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📍 Ho Chi Minh City, Vietnam

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Experienced Software Developer with 3+ years of experience in game, web, and mobile app development. Proficient in tools and technologies, interactive ads, and custom web applications, delivering high-quality, scalable solutions.
My Portfolio: trminhson.github.io/MyPortfolio

Education

International University - Vietnam National University HCMC, Bachelor Degree

Graduate **-** 2023

Major: Software Engineering

Work experience

VGames Studio, Software and Game Developer

MAY 2022 **-** PRESENT

- Implemented and developed mobile games, focusing on scalable architecture for games, user engagement and smooth gameplay.
- Created Playable Ads (Mini Games) to enhance user acquisition campaigns, contributing to improved app performance.
- Engineered and optimized game mechanics, including level design, animations, and real-time physics, ensuring efficient performance on various devices.
- Collaborated with cross-functional teams, including Artists, Game Designers and QA Testers, to implement features and resolve bugs.
- Improved game load times and memory usage through profiling and performance tuning using Unity tools.
- Recognition: Successfully maintained high player retention and positive feedback across all projects with over 100K downloads in total.

MindX Technology School, Teaching Assistant

JUL 2021 **-** FEB 2022

- Assisted in teaching Software Engineering and Programming courses, supporting students with coding assignments, exercises, and project work.
- Conducted one-on-one and group tutoring sessions to help students grasp core concepts, debug their code, and improve their

Skills

Programming:
C#, C++, Java, JavaScript, Python, PHP

Computer:
Word, Excel, PowerPoint, Photoshop, Illustrator

Soft Skill:
Critical Thinking, Logical Thinking, Problem Solving, Teamworking

Honors & Awards

2021: Workingskills.net Certification:
- Problem Solving skill
- Brainstorming skill and creative thinking
- Basic team work and team management skill

Interests

- Take part in courses to improve skills
- Reading books
- Assembling PCs and Laptop
- Playing sports and the piano

problem-solving skills.
- Helped develop course materials and exercises, providing feedback to students on their progress.
- Contributed to course management, including grading assignments and assisting with course delivery.

ESmart Ltd, HCMC, IT Help Desk

JUN 2020 **-** DEC 2020

Main responsibilities:
- Provided technical support for employee systems, troubleshooting hardware and software issues.
- Participated in structured IT training programs focusing on problem-solving and office automation tools.
- Attend Computing Skill and Soft Skill Courses in the Company

Recognition and Gains:
- Keep informed of new technologies in office automation
- Utilize improved technology for administrative support
- Make effective use of office equipment

Certifications

2017: 72/120 of TOEFL IBT

2020: Programming Fundamentals - Cyber Soft Academy

2021: Web Development - Udemy Certificate

2023: IELTS Academic 6.0

Previous Projects

Cat Gold Miner, Blockchain-based Idle Game using Cocos

MAR 2024 **-** DEC 2024

- Developed core game mechanics including resource management, NFT character integration (Cat Miners, Cat Managers), and mining operations.
- Worked on making the game accessible to both active and casual players by balancing active tasks and automated earnings.
- Designed the website to be responsive and optimized for both mobile and desktop users, offering access to key game features such as NFT purchases, mining upgrades, and land management.-
- Link: https://www.catgoldminer.ai/

Playable Ads, Mini Games

AUG 2023 **-** FEB 2024

- Designed lightweight, interactive mini-games for advertising campaigns to boost user acquisition.
- Created engaging, short-form gameplay experiences that aligned with app themes and brands.
- Focused on efficient resource usage to ensure fast loading and smooth playability.

Deal Master: Million Deal, Casual Game project using Unity

MAR 2023 **-** AUG 2023

- Implemented interactive gameplay features like level design, selecting cases, receiving offers, and sealing deals.

- Contributed to the integration of leaderboards, enhancing competition and player retention.
- Focused on maintaining a clear user interface and seamless experience across devices.
- Link: https://play.google.com/store/apps/details?id=com.vgames.dealmaster&pcampaignid=web_share

Petoku, Casual Game Project using Unity Engine

DEC 2022 **-** FEB 2023

- Developed a match-three puzzle game with adorable pet-themed visuals.
- Focused on optimizing game performance and memory usage for low-end devices.
- Integrated social sharing features, encouraging organic user growth.
- Link: https://play.google.com/store/apps/details?id=com.vgames.petoku&pcampaignid=web_share

Jeweloku, Casual Game Project using Unity Engine

JUL 2022 **-** DEC 2022

- A mobile puzzle game combining Sudoku mechanics with jewel-matching elements.
- Developed intuitive gameplay and user-friendly interfaces, promoting extended player engagement.
- Implemented dynamic difficulty scaling and daily challenges to enhance replayability.
- Link: https://play.google.com/store/apps/details?id=com.vgames.diamondsudoku&pcampaignid=web_share

Viland Travel, Freelance Developer

FEB 2021 **-** JUNE 2022

- Contributed to the development of a travel agency website, implementing responsive designs and interactive features.
- Optimized website performance for faster load times and seamless user navigation.
- Enhanced booking functionalities and ensured cross-browser compatibility.
- https://vilandtravel.com/

Personal Portfolio Website, Self Project

JUN 2021 **-** SEP 2021

- The purpose of this project is to create a personal website using HTML5, CSS and JavaScript
- https://github.com/trminhson/MyPortfolio