Contact

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www.linkedin.com/in/max-james-nguyen (LinkedIn)

Top Skills

Game Programming

Unity

Unreal Engine

Trung Nguyen

Lead Game Developer at Indi Games

Ho Chi Minh City, Vietnam

Summary

Seasoned game developer with over 8 years of hands-on experience across diverse platforms. Proficient in utilizing Unity and Unreal Engine 5 to develop a wide range of game genres and interactive applications, led teams to successfully deliver high-quality projects, including a turn-based NFT x Dragon Quest game and a live services 3D action RPG. My expertise extends to creating custom solutions for mobile platforms using React Native or Java/Kotlin for Android and Swift/Objective C for iOS, exemplified by the development of a custom keyboard for an NFT app.

In addition to my game development prowess, I have co-founded and contributed to the development of multiple real-time online gaming platforms, showcasing my ability to thrive in dynamic, collaborative environments. With a solid foundation in software engineering principles and a passion for problem-solving, I have honed my skills in various technologies including SDL, Cocos Creator, PhaserJS, and more.

My commitment to continuous learning is evident through my technical blogging endeavors and my proactive approach to exploring new technologies. I am adept at Test Driven Development and well-versed in programming fundamentals, emphasizing SOLID principles and object-oriented design. Proficient in a wide array of languages and frameworks, including C/C++, C#, JavaScript/TypeScript, and Python, I thrive on challenges and constantly seek opportunities to innovate and grow.

Game Development and Software Engineering experience in:
- SDL, GLFW, Cocos Creator, Unity, Unreal Engine, PhaserJS, PixiJS
- Gameplay Ability System
- Test Driven Development
- SOLID, 4 Pillars, OOP, Programming Fundamental
- C/C++ for game development

- C# for Unity and Godot Game Engine, prefer C# over GDScript for typesafe
- Express JS, EJS, server-side rendering, Backend development, REST API and Websocket, Socket IO
- Python/NodeJS/Batch/Bash for scripting automation
- Javascript/Typescript React Native for Web/Mobile App development, web game HTML 5.
- React Native, React JS Frameworks. With redux and redux sagas.
- Regex

Urls:
Gitlab: https://gitlab.com/trungnhm1998
Github: https://github.com/trungnhm1998

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Experience

Archmage Games Studio
Senior Game Developer
July 2024 - Present (3 months)
Vietnam

Sparx* - a Virtuos Studio
Senior Technical Artist
April 2024 - June 2024 (3 months)
Vietnam

INDI GAMES
1 year 10 months

Lead Game Developer
July 2023 - April 2024 (10 months)
Ho Chi Minh City, Vietnam

Latest NFT Game: https://youtu.be/DLbbKSdFZEw
Japanese version: https://youtu.be/yvx1Qmpg7Pg

Experienced game developer with a track record of implementing cutting-edge technologies and workflows to drive project success. Adept at introducing new methodologies such as Scrum, Test Driven Development (TDD), ported Gameplay Ability System to Unity and SOLID principles while mentoring team members to enhance their skills. Known for proactively resolving blockers

and continuously researching innovative solutions to improve development processes.

Led a team of 8 members to develop a turn-based NFT x Dragon Quest game, orchestrating the integration of multiple complex systems including quests, skills, characters, and networking functionalities. The result is a seamless gaming experience showcased at
https://crypto-quest.org/
https://x.com/CryptoQuestMeta
https://qryptoquest.medium.com/
https://games.indigames.link/crypto-quest/stg/.
https://youtu.be/DLbbKSdFZEw

Directed a team of 3-4 members in the creation of a live services 3D action RPG game, blending elements from Fatal Frame and other successful titles. Leveraging my leadership and technical expertise, we delivered a compelling gaming experience reminiscent of https://store.steampowered.com/app/2604580/.
Gameplay: https://youtu.be/p-H91uiwRTo

Proficient in Java/Kotlin for Android development and Swift/Objective C for iOS platforms, I spearheaded the creation of a custom keyboard for an NFT app, demonstrating versatility and adaptability in cross-platform development. Explore the project at https://github.com/indigames/react-native-custom-keyboard.

Senior Game Developer
July 2022 - July 2023 (1 year 1 month)
Vietnam
Gameplay developer using Unity.
Projects
Mugen Horror Action (Midcore):
https://youtu.be/3E0u2mPp75U
https://youtu.be/p-H91uiwRTo

Live Breeder (Midcore):
https://youtu.be/fgG2nH-brOE

Puyo Pino:
https://youtu.be/zqPbSSS-oSk?feature=shared

Mecury Studio
Senior Game Developer
March 2021 - June 2022 (1 year 4 months)
Vietnam

Game Development using Cocos Creator and Node JS solutions with
Typescript/Javascript (ES5)

S.T.A.R. Maths Online
Co-Founder
November 2019 - December 2020 (1 year 2 months)
Vietnam

https://www.facebook.com/starmathsonline.com.au

Co-founding and developing multi-platform real-time online games for
educational purposes. Proficient in utilizing TypeScript and the Cocos
Creator game engine, I specialize in crafting immersive and interactive
gaming experiences across Android, iOS, and web platforms. Leveraging
advanced networking technologies such as Websocket and Socket IO, I have
created engaging educational games that facilitate learning in a dynamic and
interactive manner.

One notable project in my portfolio is Starmaths Online (https://
starmathsonline.com.au/for-students/), where I played a key role in co-
founding and developing a real-time online educational game platform.
Utilizing TypeScript and the Cocos Creator game engine, I contributed to
the creation of a multi-platform game that provides an interactive learning
experience for students. While I focused on the frontend development aspect,
my contributions were instrumental in bringing the vision of the project to life.

Additionally, I have demonstrated my commitment to transparency and
collaboration by sharing my work on platforms like GitLab (https://gitlab.com/
trungnhm1998/studentgame). Despite not creating educational content such
as math questions, I have played a vital role in developing the frontend client
to display and interact with the educational content, ensuring a seamless user
experience.

Boundless Technologies
Product Analyst and Game development
September 2019 - November 2019 (3 months)
Philippines

Working in department of research and development to create board card games using Cocos Creator and Unity game engine with Typescript/C# programming language to deploy on HTML5/Android/iOS with Java Smartfox server based previous was Node JS(ExpressJs, Websocket, MySql) Server based.

ME Corp
React Native Developer
October 2018 - August 2019 (11 months)
Vietnam

working on app and web application using React and React Native with the help of redux saga.
boilerplate I made during this time https://gitlab.com/trungnhm1998/react-native-redux-saga-navigation-wix-v2-boilerplate
https://gitlab.com/trungnhm1998/z88-app - unpublished Android/iOS App ported for web project (ReactJS to React Native)
https://gitlab.com/trungnhm1998/react-native-daily-gate - Project that I worked on a team lead role with other 3 members

https://www.iostream.co/
2 years 3 months

Research And Development Intern
November 2017 - December 2018 (1 year 2 months)
Vietnam

Intern
2017 - 2018 (1 year)
Ho Chi Minh City, Vietnam

Internship at https://www.stdio.vn/

Internship/Developer/Trainer
https://www.stdio.vn/@nguyentrung

- Java, Spring, Angular 5, Tomcat, AWS, CentOS, Typescript
- React Native, ES6 Mobile application
- Unity, C++ Trainer

Game Engine Developer Inter at STDIO
October 2016 - December 2016 (3 months)
Vietnam

Learn to develop Game Engine and Win socket at STDIO

Gameloft

1 year 9 months

Game Evolution
October 2017 - October 2018 (1 year 1 month)
Vietnam

Develop Dragon Mania Legends on Android platform

Hardware Research Development
February 2017 - October 2017 (9 months)

VTC Academy | Multimedia Creative Production Academic Center
Game Developer
July 2016 - October 2016 (4 months)
Vietnam

Develop game with Unreal 3, Unity 3D, cocos2d-X framework, XNA C# and
OpenGL C++

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Education

FPT Aptech
Higher Diploma In Software Engineering, Computer Software
Engineering · (2014 - 2016)

Quang Trung Technical College
computer network administrator · (2014 - 2017)