25 years old
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Itchio: https://trungnhm1998.itch.io/
Portfolio: https://trungnhm1998.github.io/gamedev-portfolio/#/game-projects

About

I am a passionate game developer with over 8 years of professional experience, having worked on multiple released titles across various game engines such as Unity, Cocos Creator, Unreal Engine and proprietary engines.

My love for games began at the age of 2 when I got my first NES console, and since then, I've been on a lifelong journey of learning—from art, modeling and 2D animation to visual effects and, ultimately, programming, which became my true calling.

I am committed to constantly learning, evolving, and honing my skills to create impactful and engaging games together.

Experience

Archmage Games Studio * Full-time

Senior Game Developer
Jul 2024 - Present *3 Months*
Vietnam On-site
Develop God of Weapons on steam.
Unity, DOTS, C#, Git, Code review, Game Design

Sparx *- a Virtuos Studio* Full-time

Senior Technical Artist
Apr 2024 - Jun 2024 *3 Months*
Vietnam On-site
Working closely with Artist on AAA projects to produce real time or prebaked cutscenes.
Unreal Engine 5, proprietary softwares, C++, Maya, Perforce

INDI GAMES * Full-time

Lead Game Developer
Jul 2023 - Apr 2024 *10 Months*

Vietnam On-site
Leading and training team up to 8 members to develop a NFT, turnbased mid core game inspired by Dragon Quests series.
Unity, NodeJS, AWS, Postgresql, C#, Javascript, UML, Code Review

Senior Game Developer
Jul 2022 - Jul 2023 *1 Year 1 Month*
Vietnam On-site
Training new members and develop Web based games using Unity and proprietary game engine with python as scripting language.
Unity, C#, Code Review, Python, Proprietary engine

Mecury Studio * Full-time

Senior Game Programmer
Mar 2021 - Jun 2022 *1 Year 4 Months*
Vietnam On-site
Develop Slot machine games.
Cocos Creator, Javascript

S.T.A.R Maths Online * Full-time

Client Technical Lead
Nov 2019 - Dec 2022 *1 Year 2 Months*
Cofounded and develop an educational interactive application for teaching maths to 1-6 grade students on Android and iOS platform.
Cocos Creator, NodeJS, EJS, Javascript, C++, PhaserJS*

Boundless Technologies * Full-time

Product Analyst in Research and development
Sep 2019 - Nov 2019 *3 Months*
Philippines
Utilizing Unity, Cocos Creator, NodeJS and Java Smartfox to provide solutions for clients.
Unity, Cocos Creator, Node JS, Smartfox*

ME Corp * Full-time

Junior React Native Developer
Oct 2018 - Aug 2019 *11 Months*
Vietnam
Develop native and web applications.
Javascript, Redux Saga, ReactJS, React Native*

Gameloft * Full-time

Game Evolution department

Senior Game Programmer
Oct 2017 - Oct 2018 *1 Year 1 Month*
Vietnam
Maintain and port Dragon Mania Legends to Android Platform.
C++, Flash, ActionScript 3, JNI, Jenkins, Android Proprietary softwares*

HRP Department

Junior Game Programmer
Feb 2017 - Oct 2017 *9 Months*
Vietnam
Maintain and port games to other OS/Platforms such as Freebox Révolution
C++, Linux, Toolchain, CMake*

IO Stream - Formerly STDIO.vn * Part-time

Intern Software Engineer
https://www.iostream.co/
Nov 2017 - Dec 2018 *2 Years 3 Months*
Vietnam
Develop solutions and building proprietary game engine.
Java, Spring, AngularJS, Tomcat, AWS, CentOS, React Native, C++ Trainer, Unity, SDL2, OpenGL*

Project

God of Weapons

Team size: 11
https://store.steampowered.com/app/2342950/God_Of_Weapons/
Platform: PC, Nintendo Switch
DLC contents include weapons and boss
Unity, C#, DOTS, Git, Blender,

StarMathsOnline

Team size: 5
https://www.facebook.com/starmathsonline.com.au
Platform: Web, Android, iOS
Cofounded, Architecture client tech lead
Cocos Creator, Javascript, NodeJS, EJS, PM2

Age of Mythology Retold

https://store.steampowered.com/app/1934680/Age_of_Mythology_Retold/
As a Technical Artist helping artist working with proprietary engine to produce expansion contents in-game cutscenes
proprietary engine, C++, Maya

Crypto Quest

Team size: 8
https://crypto-quest.org/
Training and leading a team to develop an turnbased NFT game inspired by Dragon Quest.
C#, Javascript, Unity, YarnSpinner, Tiled, NodeJS

Mugen Horror Action

Team size: 4
Develop a web based 3D live action RPG games with fully functions Gameplay Ability System ported from Unreal Engine for characters attributes, abilities and items effect.
C#, Unity, Jenkins, HTML5, Javascript, NodeJS, AWS, Postgresql, Websocket

Live Breeder

Team size: 3
https://mirrativ.gamewiki.jp/live_breeder/
Develop a client side web based live service 2D turn based monster fighting, breeding game.
C#, Unity, Jenkins, HTML5, Javascript, NodeJS, Websocket

Pino Games

Pinos games - Playlist

- HTML5, Web Games
- C#
- Javascript
- Unity
- Git
- Note Editor for Rhythm games

Dragon Mania Legends

https://dragonmanialegends.com/
Platform: Android, iOS
Turn based, dragon breeding games

- C++
- Flash, Action Script 3
- Proprietary engine
- Jenkins
- Android

Sins

A game like Line98 where you move matching color nodes across the board for high scores until the board is full

- cocos2dx
- C++
- BFS/DFS Path Finding
- Git
- Android/iOS/Windows Phone

Skills

- **Game Engines:** Unity3D, Unreal Engine 5, Cocos Creator
- **Game Framework:** PhaserJS, PixiJS, cocos2dx, XNA
- **Programming Languages:** C#, C/C++, JavaScript, TypeScript, Python
- **Development Tools:** Blender, Maya, 3dMax, Photoshop, Premiere, After Effects
- **Mobile Development:** React Native, Android (Java/Kotlin/JNI), iOS (Swift/Objective C)
- **Fundamentals:** TDD, SOLID Principles, OOP, Clean Code
- **Other Tools:** Git, Docker, Jenkins, CI/CD pipelines

Education

FPT Aptech

Higher Diploma in Software Engineer
2014 - 2016
Grade: Distinction

Quang Trung Technical College

Computer Network Administrator
2014 - 2017
Grade: Distinction

VTC Academy

Jul 2016 - Oct 2016 *4 Months*
Vietnam
Unreal 3, Unity3D, cocos2dx, XNA, OpenGL*