

TRUNG NGUYEN

Game Developer

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SUMMARY

I am a 25 year old 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

07/2024 - Present

Ho Chi Minh City, Vietnam

Senior Game Developer

Archmage Games Studio

Develop Indie game God Of Weapons on Steam

- 1. DLC Boss
- 2. DLC Weapons

04/2024 - 06/2024

Ho Chi Minh City, Vietnam

Senior Technical Artist

Sparx* - a Virtuos Studio

Working closely with Artist on AAA projects to produce real time or prebaked cutscenes.

- Helping Artist creating DLC realtime cutscene using proprietary engine

07/2023 - 04/2024

Ho Chi Minh City, Vietnam

Lead Game Developer

INDI GAMES

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.
- 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.
- Delivered a compelling gaming experience reminiscent of <https://store.steampowered.com/app/2604580/>.
- Spearheaded the creation of a custom keyboard for an NFT app, demonstrating versatility and adaptability in cross-platform development.

07/2022 - 07/2023

Ho Chi Minh City, Vietnam

Senior Game Developer

INDI GAMES

Gameplay developer using Unity.

- Mugen Horror Action (Midcore): <https://youtu.be/3E0u2mPp75U>
- Live Breeder (Midcore): <https://youtu.be/fgG2nH-brOE>
- Puyo Pino: <https://youtu.be/zqPbSSS-oSk?feature=shared>

03/2021 - 06/2022

Ho Chi Minh City, Vietnam

Senior Game Developer

Mecury Studio

Company Description

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

EXPERIENCE

11/2019 - 12/2020

Ho Chi Minh City, Vietnam

Co-Founder

S.T.A.R. Maths Online

One notable project in my portfolio is Starmaths Online, where I played a key role in co-founding and developing a real-time online educational game platform.

- Co-founding and developing multi-platform real-time online games for educational purposes.
- Proficient in utilizing TypeScript and the Cocos Creator game engine.
- Crafted immersive and interactive gaming experiences across Android, iOS, and web platforms.
- Leveraged advanced networking technologies such as Websocket and Socket IO.
- Created engaging educational games that facilitate learning in a dynamic and interactive manner.
- Contributed to the creation of a multi-platform game that provides an interactive learning experience for students.
- Focused on the frontend development aspect, instrumental in bringing the vision of the project to life.
- Demonstrated commitment to transparency and collaboration by sharing work on platforms like GitLab.
- Played a vital role in developing the frontend client to display and interact with the educational content.

09/2019 - 11/2019

Manila, Philippines

Product Analyst and Game development

Boundless Technologies

Company Description

- Working in department of research and development to create board card games using Cocos Creator and Unity game engine
- Using Typescript/C# programming language
- Deploying games on HTML5/Android/iOS
- Previously used Node JS(Expressjs, Websocket, MySQL) Server, now using Java Smartfox server based

10/2018 - 08/2019

Ho Chi Minh City, Vietnam

React Native Developer

ME Corp

Company Description

- 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

11/2017 - 12/2018

Ho Chi Minh City, Vietnam

Research And Development Intern

<https://www.iostream.co/>

Out sourcing solutions and training programming fundamentals

- Highlight your accomplishments, using numbers if possible.

10/2017 - 10/2018

Ho Chi Minh City, Vietnam

Game Evolution

Gameloft

Company Description

- Developed Dragon Mania Legends game on the Android platform, enhancing user experience and gameplay.

01/2017 - 12/2018

Ho Chi Minh City, Vietnam

Intern

<https://www.iostream.co/>

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

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

02/2017 - 10/2017

Ho Chi Minh City, Vietnam

Hardware Research Development

Gameloft

Maintain and port games to other OS/Platforms such as Freebox Révolution.

- Highlight your accomplishments, using numbers if possible.

10/2016 - 12/2016

Ho Chi Minh City, Vietnam

Game Engine Developer Inter at STDIO

<https://www.iostream.co/>

STDIO is a training platform where individuals can learn to develop software and applications.

- Developed Game Engine at STDIO
- Worked with Win socket at STDIO

EXPERIENCE

07/2016 - 10/2016
Ho Chi Minh City, Vietnam

- Game Developer
VTC Academy | Multimedia Creative Production Academic Center
Company Description
 - Develop game with Unreal 3
 - Develop game with Unity 3D
 - Develop game with cocos2d-X framework
 - Develop game with XNA C#
 - Develop game with OpenGL C++

SKILLS

C/C++	C#	Python	Shell Scripting	Unity	Unreal Engine	Cocos Creator	PhaserJS	Unreal's GAS		
React	SQL	NoSQL	OpenGL	GLSL/HLSL	REST API	Socket	OOP	SOLID	Code Review	TDD
Design Patterns		NodeJS	.Net	Maya	Adobe Photoshop	Adobe Premiere				

EDUCATION

- 01/2014 - 12/2016 Higher Diploma In Software Engineering, Computer Software Engineering
FPT Aptech
- 01/2014 - 12/2017 computer network administrator
Quang Trung Technical College