

Contact

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Top Skills

Game Programming

Unity

Unreal Engine

Trung Nguyen

Game Developer

Ho Chi Minh City, Vietnam

Summary

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

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++

Education

FPT Aptech

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

Quang Trung Technical College

computer network administrator · (2014 - 2017)