Tran Quang Minh

Game Engineer

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WORK EXPERIENCE

GreedyGame 10/2025 - 06/2026

Senior Game Developer

- Led user acquisition and marketing campaigns for mobile games published under Oogway Apps and GreedyGame's portfolio.
- Designed and optimized creative marketing assets, including interactive playable ads for Android and iOS titles.
- Analyzed and reported campaign performance metrics, providing data-driven insights to improve ROI and engagement.
- Collaborated with cross-functional teams to align marketing strategy with game development and product goals.

Freelancer | Outsource 04/2024 - Now

Software Developer

- Develop Playable Ads 2D, 3D
- Game Development: Slots, Casino, Hyper-casual, Multiplayer Games, NFT game running on Web, Mobile and Telegram
- Build game Android, iOS and Hot Update

Monster Game Studio - ONESOFT., JSC 03/2023 - 04/2024

Game Developer

- Develop 2D/3D Playable Ads using Cocos Creator
- Develop games on Facebook Instant Games using Cocos Creator
- Develop mobile games on Android with Cocos Creator
- Migrate existing Unity projects to Cocos

PixOn Game Studios - FPT Corporation 04/2022 - 03/2023

Game Developer

- Develop Playable Ads 2D/3D, Interactive Microsite/Landing page for Website and Ad networks.
- Develop tools to optimize time and work quality

ABI Games Studio - ONESOFT., JSC 05/2021 - 04/2022

Game Developer

- Develop games on the Mobile Web platform, Facebook Instant Game using Cocos Creator, PlayCanvas and Unity.
- Develop Playable Ads to run ads on Ad networks.

SKILLS

Programming Language	TypeScript, C#, C/C++, Python, Golang
Framework & Library	**Front-end:** Pixi.JS, Three.JS, Next, Angular **Back-end:** Nest.JS, .NET, FastAPI
Databases & Caching	MongoDB, PostgreSQL, MySQL, Redis
Game Engine	Cocos Creator, Unity, Unreal Engine
Networking, Messaging & APIs	**Real-time / Multiplayer**: Colyseus, Socket.io, WebSocket **APIs**: RESTful APIs, GraphQL

Other skills	**Design Tools:** Adobe Photoshop, Adobe Illustrator, Texture Packer, Spine, Dragon Bones, Cinema 4D **Unity Plugin:** Unity Playworks **Version Control:** Git, BitBucket **Containerization:** Docker **CI/CD & Cloud Deployment:** GitHub Actions, AWS, Azure **AI & Generative AI:** Advanced proficiency in LLMs, prompt engineering, AI-assisted development, debugging, and workflow automation.

EDUCATION

Vietnam National University, Hanoi - University of Engineering and Technology (VNU-UET) 05/2024 - 06/2026

Master of Science: Computer Engineering

CPA: 3.86 (Top 1% of cohort)
Award: 3rd prize - VNU-IS AI HACKATHON 2024

Hanoi University of Science and Technology (HUST) 08/2019 - 04/2024

Engineer: Computer Science (Generative Artificial Intelligence)

CPA: 3.78

CERTIFICATE

Codegym - Zitga Certificate Game Programming with Unity	2021
MindX Technology School - Code for Everyone	2022
MindX Technology School - Code Intensive	2023
MindX Technology School - Fullstack Web	2023
IELTS: 6.5	2025