



Tien Nguyen Minh

Senior Software Engineer

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Education

Ho Chi Minh City University of Technology, B.E. in Computer Science in Computer Science and Engineering – HCMC, Vietnam Sept 2017 – June 2023

- GPA: 8.0/10 — Academic Excellence Scholarship; Five Good Student Award
- Thesis: Survival2D — 2D multiplayer Battle Royale game server in Java (Netty/WebSocket); authoritative architecture, FlatBuffers serialization (76% packet reduction vs JSON), behavior tree AI bots, and server-side anti-cheat

Experience

Senior Software Engineer, ZingPlay Game Studios, VNG Corp. – HCMC, Vietnam July 2020 – present

Progressed from Game Programming Fresher to Senior Software Engineer. Focused on scalable game server architecture in Java (Netty, Vert.x), with cross-functional contributions to client-side logic in Cocos2d-x and Godot.

- Chaos Age 2: Sole server developer; architected backend from scratch for a global strategy game, 300+ CCU; assisted client team with networking and game logic
- Show & Burkozel: Full-stack contributor on two real-time card games for Myanmar and Russian-speaking markets; delivered server-side logic and client features
- Bida3D: Implemented matchmaking (server) and cue direction logic (client) for a global 8-ball pool game; applied physics and geometry for accurate ball trajectory simulation
- Sky Garden: Maintained server stability for a live farm game (~5,000 CCU); resolved production issues and developed new event features

Projects

VN GeoGuessr Aug 2025

Location-guessing game for Vietnam using Leaflet.js, Mapillary, and OpenStreetMap with street-level panoramic imagery and map-based scoring.

Store Scraper Bot Nov 2025 – Dec 2025

Telegram bot that automates scraping and reporting of app metadata from mobile app stores.

Pet Projects & Open Source 2017 – present

Various personal projects spanning game servers, bots, and web tools. Occasionally contribute to open-source projects. Full portfolio on GitHub.

Skills

Languages: Java, Go, JavaScript, Shell

Frameworks & Libraries: Netty, Vert.x, Spring Boot, Cocos2d-x, Godot

Databases: Couchbase, Redis, MySQL, ClickHouse

Infrastructure & DevOps: Docker, CI/CD (GitHub Actions/GitLab CI), Git, Linux, OCI

Architecture: Game server architecture, real-time multiplayer systems, event-driven design

Languages (Spoken): Vietnamese (Native), English (TOEIC 600+)