



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 – Ho Chi Minh City, Vietnam Sept 2017 – June 2023

Experience

Senior Software Engineer, ZingPlay Game Studios, VNG Corporation – Ho Chi Minh City, Vietnam July 2020 – present

Started my journey at VNG Tech Fresher Program and progressed to Senior Software Engineer at ZingPlay Game Studios (ZPS). Over the years, I have honed my expertise in game server architecture and backend development using Java, while also contributing to client-side logic with Cocos and Godot when needed.

- [Show](#): A card game for Myanmar market
- [Burkozel](#): A card game for the Russian audience
- [Bida3D](#): Global 8-ball pool game
- [Chaos Age 2](#): Global strategy game
- [Sky Garden](#): Farm game. Maintain, fixed some legacy core bugs, develop new event features, customer care.

Projects

Static websites with Hugo Jan 2020 – present

My blog on GitHub Pages using Hugo. Website for Ngăm - a charity project founded by my brother's friends.

Survival 2D Server Sept 2021 – present

Server-side of my thesis project — a 2D survival battle royale game server written in Java.

VN GeoGuessr

A GeoGuessr clone for Vietnam locations, built with Leaflet.js, Mapillary, and OpenStreetMap.

Store Scraper Bot

Telegram bot that scrapes app information from stores.

More fun projects on GitHub

Check out my GitHub profile for more fun side projects including clones, bots, and experiments.

Skills

Programming: Java (Netty, Vert.x, Spring Boot), JavaScript, Go

Databases: Couchbase, Redis, MySQL

Tools & DevOps: Git, Docker, CI/CD

Interests

Professional: Game server architecture, distributed systems, Java performance tuning

Personal: Reading novels & manga, playing Genshin Impact & TFT