



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

- GPA: 8.0/10 — Academic Excellence Scholarship; Five Good Student Award (university-wide recognition for academic performance, personal conduct, and community involvement)
- Thesis: Survival2D — Designed and implemented a high-performance multiplayer battle royale game server in Java; applied finite state machines to implement autonomous game bots

Experience

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

Joined VNG as a Game Programming Fresher and progressed through Associate Software Engineer and Software Engineer to Senior Software Engineer. Focused on scalable game server architecture and backend systems in Java (Netty, Vert.x), with consistent cross-functional contributions to client-side logic in Cocos2d-x and Godot. Passionate about architecture design and delivering reliable services to large user bases.

- Chaos Age 2: Sole server developer on a 4-person team (1 server, 2–3 client); architected the backend from scratch for a global strategy game, supporting more than 300 concurrent users; also assisted the client team with networking and game logic integration
- Show & Burkozel: Full-stack contributor on a 2-person team (1 server, 1 client) for two real-time card games targeting the Myanmar and Russian-speaking markets; delivered both server-side game logic and significant client-side feature work
- Bida3D: Implemented matchmaking system on the server and cue direction logic on the client for a global 8-ball pool game on a 10-person team; applied mathematics, physics, and geometry to deliver accurate ball trajectory simulation
- Sky Garden: Maintained server stability for a live farm game with up to ~5,000 concurrent users on a 4-person team (2 server, 2 client); proactively detected and resolved production issues, developed new event features, and supported customer care workflows

Projects

Survival 2D Server

Sept 2021 – present

University thesis project — a 2D survival battle royale game server written in Java. Implemented a real-time multiplayer game loop with player synchronization, collision detection, match lifecycle management, and finite state machine-based autonomous bots.

VN GeoGuessr

A location-guessing game for Vietnam built with Leaflet.js, Mapillary, and OpenStreetMap, featuring street-level panoramic imagery and interactive map-based scoring.

Store Scraper Bot

A Telegram bot that automates scraping and reporting of app metadata from mobile stores, useful for monitoring app listings and tracking store presence.

Static websites with Hugo

Jan 2020 – present

Personal blog and static site portfolio on GitHub Pages using the Hugo framework. Also built a site for Ngăm, a community charity project.

Pet Projects & Open Source

Maintain a variety of personal projects spanning game servers, bots, web tools, and more. Occasionally contribute fixes and improvements to open-source projects when encountering issues while using various tools and services. Full portfolio available 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, Oracle Cloud Infrastructure (OCI)

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

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