Quang Tuan Anh Tran

in LinkedIn | 🌐 sir-apple.github.io | ⊙ GitHub

📍 Brisbane QLD, Australia | 📱 0480 355 031 | ✉ tranquangtuananh2801@gmail.com

SKILLS

Python | C# | .NET | Java | JavaScript | C++ | React | MySQL | Git | HTML | CSS | OOP | Unity | Unreal Engine | Godot Engine | Coco Engine | Game Development | Game Design - Game Theories and Mechanics | Visual Studio | Blender | Frontend development | Data/Business Analysis | BPMN | PowerBI | Tableau | UI Design

EXPERIENCES

Unity 2D/3D Developer   **Beyond Studio**   *Hanoi, Vietnam*   **04/2023 - 10/2023**

- Working with a team remotely to help the <u>Epoch 2140</u> client develop a sport-style Trading Card game project including the Interactive Booth and the <u>MetaHorse</u> client develop a horse racing game.
- I contributed to the development of the Epoch Trading Card game, specifically focusing on features such as coin tossing, cards flying, drawing, and spawning animations using **Unity** and **C#**. Additionally, I collaborated in creating the 3D Interactive Booth to showcase the game's cards and stories through **Unity** and **C#**. Furthermore, I developed an engaging interactive landing page utilising **HTML**, **CSS**, and **JavaScript**.
- I contributed to the development of the MetaHorse horse racing game, focusing on incorporating RPG-style features. This included implementing a third-person controller, integrating character selection using Ready Player Me, and introducing a horse-catching feature with baits and energies, which is reminiscent of the Pokemon-catching mechanism. All features were implemented using **Unity** and **C#**.

PROJECTS

GREATER POWERS OF GODS AND HEROES

Unity 3D Developer   **Darkstar Games**   *Sacramento CA, USA*   **10/2023 - Present**

- Engaged remotely in cross-continental collaboration with a diverse team of developers from the USA, Europe, and Asia, contributing to the remote development of an immersive RPG-style game designed for PlayStation 4 and 5 platforms.
- Implementing RPG-style elements, focusing on character movements, spellcasting dynamics, as well as crafting intricate artificial intelligence (AI) and non-player character (NPC) movements within the game framework, integrated by **Unity** and **C#**.
- Actively involved in enhancing the gaming experience to refine and optimise the in-game dynamics, ensuring a cohesive and engaging user experience in alignment with project objectives.

ADVANCE CHESS

Unity 3D Developer   **Advance Studio**   *Brisbane QLD, Australia*   **07/2023 - Present**

- Currently engaged remotely in a dynamic small studio environment with artists from Vietnam, actively contributing to the development of a cutting-edge multiplayer chess game tailored for both mobile and desktop platforms.
- Tasked with the responsibility of implementing intricate chess movements and animations, employing advanced programming techniques utilising **Unity** and **C#**. This involves ensuring a seamless and visually engaging user experience, enhancing the overall quality and appeal of the chess gaming interface.
- Actively participate in design discussions and problem-solving sessions to contribute valuable insights and ensure the successful implementation of chess dynamics, thereby contributing to the overall advancement of the project.

OLD GOVERNMENT HOUSE AR SIMULATOR

Unity 3D Developer   **Queensland University of Technology**   *Brisbane QLD, Australia*   **02/2022 - 11/2022**

- Spearheaded the development of immersive features for Wicked Interactive StoryTelling, showcasing expertise in virtual environments.
- Demonstrated proficiency in creating virtual elements, including a dynamic virtual camera, interactive radios, doors, and menus, using **Unity** and **C#** to enhance the user experience and engagement within the simulator.
- Applied 3D modelling skills using **Blender** to meticulously design and replicate historical objects within the Old Government House, such as chairs, tables, cabinets, and doors, contributing to the authentic and realistic portrayal of the virtual environment.

EDUCATION

Queensland University of Technology

Bachelor of Games and Interactive Environments (Game Design)   **02/2020 - 11/2022**

Bachelor of Information Technology (Information Systems)   **02/2017 - 11/2019**