



GAME SERVER ENGINEER · 10+ YRS

Nguyen Tran Tung

Python · .NET Core · Distributed event systems · AWS

+84 912 373 099

tung.nguyen205@gmail.com

linkedin.com/in/nguyentrantung

Hanoi, Vietnam

CORE STACK

Python · .NET Core 6

Django · DynamoDB

Redis · MySQL

Celery · Locust

AWS EC2/S3

ReactJS · VueJS

Angular

STRENGTHS

Recurring event & tournament scheduling

Concurrency-safe data design

Load testing & bottleneck analysis

Legacy migration (Py2 → .NET 6)

EDUCATION

Hanoi University of Science and Technology
Engineer's Degree,
Information Technology
2010 – 2015

LANGUAGES

English — professional working
Vietnamese — native

Game server engineer with 10+ years building web and backend systems, the last 5 focused on live game events at scale: tournament scheduling, progression systems, reward distribution and concurrency-safe data models on Python and .NET Core.

EXPERIENCE

Game Server Engineer

Sep 2021 – Present

Gear Games · Hanoi

PvP Tournament

- Built a versus tournament schedule system on **rrule**, with a master job orchestrating slave jobs for reward distribution, leaderboard updates and recurring event scheduling.
- Refactored existing features to align with the new schedule model.
- Handled timezone-aware recurrence so live events fire correctly for a global player base.

Daily Boss — shared-boss damage event

- Designed **atomic DynamoDB updates with conditional expressions** to absorb concurrent damage submissions, eliminating race-condition data loss.
- Built reward distribution across damage milestones and faction thresholds.

Tactics Event — tier progression

- Standardized the layered architecture (view/controller/service/manager/model) and progress-tracking pattern now shared across all event systems.
- Implemented dynamic tier unlocking, auto-seeding new tiers mid-event without full table scans.
- Fixed a nested-attribute DynamoDB write failure, reused as a pattern across other systems.

Contest, migration & performance

- Shipped "Contest": DB schema for progress data, dynamic progression updates, reward claim flow and a background job auto-mailing unclaimed rewards.
- Migrated "Faction Feud" from **Python 2 to .NET Core 6**, transitioning all APIs with no downtime.
- Modeled user behaviour in **Locust** to load-test new and updated APIs under varied conditions; presented reports and resolved the bottlenecks found.

CERTIFICATIONS

Problem Solving (Basic)
— HackerRank

Python (Basic) —
HackerRank

Claude Code in Action

AI Fluency for Students

ALSO WORKED WITH

Flask PostgreSQL

PWA PHP

EXPERIENCE (CONTINUED)

Web Developer

Jul 2018 – Nov 2021

Gear Games · Hanoi

- Built features for the internal LiveOps tool used to control live game data.
- Partnered with Unity and server teams to design data structures for new releases.
- Optimized performance, fixed bugs and contributed UX work for a more intuitive tool.

Web Developer

Dec 2020 – Jan 2022

Rybot · US clients

- Delivered feature work and bug fixes for American clients on Flask, Angular and PostgreSQL.
- Worked across timezones with US product owners on short iterative release cycles.

Full Stack Developer

Dec 2017 – Jun 2018

Software Outsourcing Vietnam (ICTS) · Hanoi

- Worked directly with Japanese clients: feature development, bug fixing, performance tuning and daily reporting.
- Shipped bireki.jp (ReactJS, AWS EC2) and the Relotalent mobile app as a Progressive Web App (ReactJS).

Web Developer

Mar 2016 – Jan 2018

VTC Game · Hanoi

- Started on marketing sites for new game launches, then moved onto **VTCPay.vn**, a national payment gateway — first exposure to large-scale system operations.
- Also contributed features and performance work to We25.vn and Game8.vn.

PHP Web Developer

Sep 2014 – Feb 2016

MQ ICT Solutions · Hanoi

- Built and maintained PHP/MySQL web applications on outsourcing projects for Japanese clients — first professional ownership of a production codebase.