

## Contact

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## Top Skills

Program Management  
Software Systems  
Engineering Management

## Certifications

Engagement Leadership  
Managing Your Time  
Leadership & Management toward  
Action & Result

## Publications

Littlest petshop Android Publishing  
Magna Memoria Android  
Ice Age Adventure Windows /  
Windows Phone 8  
Shark Dash iOS and Android  
Disney Magic Kingdom

# Trần Tuấn Điệp

Buidler  
Hanoi Capital Region

## Summary

I love games. That's why I've worked in the game industry for nearly 10 years. I also love to use code to create stuff in order to reduce the process and workload, in addition, improve the quality of the product.

Experienced in optimizing games, building cross-platform mobile games, deep knowledge related to developing an in-house game engine, or backend server for games.

With being a leader of a department, I also have skilled in Team Management & Leadership like Organization, Training, Developing People, ...

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## Experience

Hexagon Group  
Co-Founder/CTO  
January 2025 - Present (1 year 2 months)  
Ha Noi

We do outsourcing for clients in game & blockchain services.

- Organize & developing casual games for clients
- Creating framework / sdk for new developers can easily involve into the development process ( Unity )
- Do blockchain part for lacvetauction.
- Developing our own games including UA strategies and optimization.

Gunstar Labs  
Chief Technology Officer  
July 2021 - January 2025 (3 years 7 months)

- Develop Gunstar client using Unity.
- Develop smart contracts and publish to mainnet.
- Develop backend for Games.
- Organize & manage a small team (~ 20 people ) for a new division in hyper/hybrid casual games, including all positions for forming a team.

- Analyzing data, creating tools to improve the productivity of the team. Also act as Product Owner, working with PM and the team to decide the next steps for the product based on the data metrics.

## Gameloft

7 years 10 months

### Programmer Studio Lead

July 2019 - December 2021 (2 years 6 months)

- Be the main person in charge of developing & managing the Programmer Department.
- Co-operating with other studios in Gameloft Universe to build up a strategy for Technical improvement.
- Build the automation solution and device farm, be used in all of Gameloft studios.
- In charge of allocation programmers for all projects, including recruitment process & events, ...

### Programmer Division Lead

July 2018 - June 2019 (1 year)

- Leading a Game Evolution Division with more than 60 programmers.
- Take the role of technical advisor for 6+ games like: Asphalt 8, Asphalt 9 China version, March of Empire, Minion Rush, Dragon Manila Legends, Six Guns, ...
- In charge of all organization and division's vision, all training, and other activities.

### Programmer Team Lead

August 2016 - June 2018 (1 year 11 months)

- Lead a team of 7 programmers to worked on Ice Age Adventure Windows/ Windows Phone OS. The target is to port the iOS version to Windows and Windows Phone at the same time with all other platforms.
- Lead a team of 12 programmers to work on Disney Magic Kindom title. The main job is to release the game on Android and Windows platform. Also, there is a version for 3rd party publisher like Asiasoft.

### IOS Lead Programmer

January 2016 - July 2016 (7 months)

- Leading a team of 8 programmers worked at creating a new version for God Of Romes on tvOS and iOS. Adapting the UI and controller for tvOS from the iOS version, also creating new game mode for the tvOS version.

### R&D Leader at Rich Media Ads production

August 2015 - December 2015 (5 months)

- Worked on creating creative ads with new technology for a new department call RIM. In charge of researching & developing new types of in-game ads.

### Lead Programmer at Gameloft

March 2015 - August 2015 (6 months)

- Worked on publishing an Android game for Japan only: Magna Memoria, as a Team Leader. I was in charge of all technical problems of the project. Main responsibility is make the game release on time with high quality. Also have responsibility on team performance, team allocation, team bonding events, ...

### Programmer Supervisor

March 2014 - March 2015 (1 year 1 month)

- Worked on the first HTML5 title of Gameloft: Uno & Friends. The target was to port the project from C++ to HTML5 & Javascript, using Emscripton. Besides the technical part, I also learn some management & leadership skills in order to support PM for planning, features & tasks allocation, technical discussion with HQ, team building & training.

### MerchFox

Co-Founder, CTO

September 2019 - May 2021 (1 year 9 months)

- Build the system for internal usage, mostly use Python to create small tools like crawler, bot, anti-hack, website.
- Build the automation system to run on social media platforms like Instagram, run on Android. This system can run on multiple devices at the same time, all of the actions will be control by the server-side.

### British University Vietnam

Assistant Lecturer

June 2019 - August 2019 (3 months)

- Teaching Game Engine Creation course at BUV.

### Gameloft

Programmer

May 2012 - 2013 (1 year)

Ha Noi

- Worked on project Littlest Pet Shop, in order to finish the first release to Google Play and some updates after that. Mostly using C++ and Java to

fix bugs, python & batch script to fix the build process, later on, I worked on optimizing the game for HD- devices.

- Worked in creating a new game mode for Shark Dash and release on iOS.

## Pingcom

Senior programmer

July 2011 - March 2012 (9 months)

- Create applications on Samsung phones using BadaOS like Dictionary. Since the SDK is new so some components had to write from scratch.

- Create application on Mobistar phones using MobiStar SDK.

## TBJ company

Web programmer

February 2011 - June 2011 (5 months)

HTML + CSS coding for a landing page and some parts of the company website. Also, be in charge of publishing the content of the website.

In charge of developed new feature for site using Joomla

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## Education

Trường Đại học Dân Lập Thăng Long