

HIEN QUY TRAN

VEHICLE GAME DESIGNER



ONLINE



www.hienquytran.com



www.linkedin.com/in/hienquytran

PROFILE

With over five years of experience as a lead game designer and product owner, I have a proven track record of delivering high-quality features and products for various genres and platforms. I am currently leading the vehicle design team of DUNE Awakening and have extensive knowledge and skills in working with the Unreal Engine.

SKILLS

LANGUAGES

- English
- German

GAME ENGINES

- Unreal Engine
- Unity

SCRIPTING

- C#
- UE Visual Blueprint Scripting
- JavaScript

EXPERIENCE

NUKKLEAR, HANOVER, GERMANY

Lead Game Designer & Product Owner

07/2018 - Present

- mentoring
- roadmap planning
- sprint planning
- feature reviews
- high to low-level design
- ad hoc design
- implementation
- balancing
- bugfixing

Projects:

- Dune Awakening (since: 01/2021)
- Comanche

YAGER, BERLIN, GERMANY

Game Designer

09/2016 – 12/2017

- low-level design
- ad hoc design
- implementation
- balancing
- bugfixing

Projects:

- Dreadnought

ACTIVISION BLIZZARD IRELAND LTD., DUBLIN, IRELAND

Localization Tester

03/2012 – 03/2013

- localization
- ad hoc translation
- quality assurance
- bugfixing

Projects:

- Various projects including Call of Duty

EDUCATION

BACHELOR OF ARTS: GAME DESIGN

University of Applied Science,
Berlin, Germany

10/2013 – 09/2017

BACHELOR OF SCIENCE: INTERNATIONAL BUSINESS ADMINISTRATION

Viadrina European University,
Frankfurt (Oder), Germany

10/2007 – 09/2011