Profile

Game Design
- System Design
- 3C (Vehicles)
- Vehicle Combat
- Progression Systems

Leadership
- Mentoring
- Vision Holding
- Product Ownership
- Roadmap Planning

Technical
- Unreal Engine
- Blueprint Scripting
- Unity
- C#
- JavaScript

Tools
- Perforce
- Jira
- Confluence
- Miro

Languages
- English (Professional)
- German (Native)

Education

Bachelor of Arts
Game Design
UNIVERSITY OF APPLIED SCIENCE
10/2013 – 09/2017

Bachelor of Science
International Business Administration
VIADRINA EUROPEAN UNIVERSITY
10/2007 – 09/2011

Hien Quy Tran

Location: Berlin, Germany
Portfolio: www.hienquytran.com
LinkedIn: www.linkedin.com/in/hienquytran

Summary

I am a Senior Game Designer with over 9 years of experience in AAA and live-service development, passionate about creating experiences that empower players within rich narrative worlds. I specialize in using Unreal Engine to rapidly prototype and iterate on core mechanics and am an expert in bridging the gap between design, technology, and art to deliver ambitious gameplay goals.

Experience

NUKKLEAR GmbH | Berlin, Germany
Lead Game Designer & Product Owner (Dune: Awakening)
Jan 2021 – July 2025

- Owned the design vision and execution for all air and ground vehicle systems, driving features from initial concept to shippable status.
- Designed, prototyped, and scripted vehicle locomotion and combat physics in Unreal Engine 5, ensuring 'game feel' aligned strictly with the creative vision.
- Maintained a tight feedback loop between design, engineering, and art departments to ensure technical feasibility matched the creative vision.
- Guided a design team in translating high-level direction into shippable systems, managing the backlog and feature prioritization.

NUKKLEAR GmbH | Berlin, Germany
Lead Game Designer (Comanche)
July 2018 – Dec 2020

- Defined and prioritized feature work for the modern revival of the classic helicopter shooter.
- Iterated on flight models and combat feel using rapid prototyping.

YAGER Development GmbH | Berlin, Germany
Game Designer (Dreadnought)
Sept 2016 – Dec 2017

- Worked within a multidisciplinary strike team focused on Live Operations and player progression systems.
- Designed status effects and game modes to expand gameplay variety.

Activision Blizzard Ireland Ltd. | Dublin, Ireland
Localization Tester
March 2012 – March 2013

- Ensured linguistic quality and functional integrity for titles including Tony Hawk's Pro Skater HD, The Walking Dead: Survival Instinct, and Moshi Monsters: Moshlings Theme Park.