

TRUNG PHAM HIEU

MOBILE & GAME DEVELOPER

SUMMARY

Experienced Unity and mobile developer with 12+ years in software development, including 5+ years in Unity game projects. Led a team of 8 to deliver 5+ commercial titles with 50K+ downloads and 30K+ users. Skilled in Unity, Flutter, and AI tools to enhance development and product quality. Seeking to contribute technical leadership and creative solutions to a forward-thinking game studio.

EXPERIENCE

MONSTER BOX STUDIO

Team Lead, Game & Mobile Developer | 2021–2024

Rune Seeker: Led development of a turn-based strategy card game with 1,800+ cards, 80+ heroes, and roguelike/PvP modes. Designed core mechanics, multiplayer logic, and base upgrades. Released in 15+ countries with 2K+ downloads, built with Unity, Go (backend), and deployed on AWS. [more detail]

Bigbrain Soroban: Solo-developed a math game with 15K+ downloads, 11K+ purchases, and 90% retention, boosting user math skills by 70%. Built with Flutter and Flame Engine, including full publishing pipeline. [more detail]

MBPedia App: Built a Flutter app with 400+ articles and 100+ podcasts, reducing load time by 30% and supporting 5K+ concurrent users, ensuring scalability with backend collaboration.

Managed a team of 8 developers, delegated tasks, code-reviewed, and deployed to production.

HANET ELECTRONICS VIETNAM

iOS Developer | 2017–2021

Hanet Connect: Developed a security camera app with facial recognition alerts, AI tagging, and live monitoring (16K+ downloads). [more detail]

Lizks Studio: Developed an iOS karaoke app for iPad, designed for karaoke booths with green screen, 24/7 stability, Apple MDM, and Bluetooth/QR payments. Supported 500+ daily video uploads and 100K+ searchable songs.

Lizks Mobile: Maintained a React Native karaoke app with 20K+ installs, adding stickers and visual effects, improving performance, and reducing crashes by 30%.

Maintained build pipelines, provisioning profiles, and app releases.

FREELANCE / INDEPENDENT

App Developer & Game Creator | 2010–2017

Created 10+ iOS apps: file managers, SMS readers, photo editors, WooCommerce mobile clients.

Published 7 Unity mini-games: puzzles, shooters, and casual games.

Cumulative 100K+ installs. High code reusability and user satisfaction.

More apps at: www.poptato.com

CONTACT

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SKILLS

Game Development

- Skilled in Unity and Flame (Flutter) for full-cycle game development.
- Proficient in C#, Dart, Swift, and Objective-C.
- Experienced in gameplay systems, IAP, notifications, and location features.
- Strong in OOP design; use AI tools like ChatGPT and Copilot to boost productivity.

Mobile Development

- Cross-platform experience with Flutter and React Native.
- Solid iOS development with Swift, Objective-C, and native SDKs.
- Delivered stable apps on both iOS and Android.

Full-Stack & Web

- Comfortable with Python, JavaScript, PHP, Java, and C++.
- Experience in React.js, ASP.NET, JSP, and SQL-based databases.
- Led teams of up to 10 through full project lifecycles.

Other Strengths

- Strong in UML, teamwork, and problem-solving.
- Quick learner, adaptable, and quality-focused.

EDUCATION

Oxford Brookes University

Bachelor of Science (Hons) in Computing & Information Systems
2006 – 2007

FPT-APTECH Computer Institution

Higher Diploma in Information System Management (HDISM)
2005 – 2006

FPT-APTECH Computer Institution

Diploma in Information System Management (DISM)
2003 – 2005