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

TRINH YOGA & MORE
Mobile & Backend Developer | Apr 2025 – Present

Developed a multi-center yoga management platform serving 500+ students, trainers, and administrators. Built cross-platform mobile apps (iOS & Android) with Flutter and scalable backend services using Node.js and PostgreSQL.

Implemented core features including student registration, package management, QR-based check-in, trainer attendance & salary calculation, health index tracking, and automated notifications.

Technologies: Flutter, Dart, Node.js, PostgreSQL, Firebase, REST APIs

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

Mobile Application Development
- Cross-platform development with Flutter (iOS & Android).
- Strong iOS development using Swift & Objective-C.
- Experience with role-based apps for users, staff, and administrators.
- QR code scanning, push notifications, background tasks.

Game Development
- Unity & Flame (Flutter) for full-cycle game development.
- Gameplay systems, turn-based logic, roguelike mechanics.
- IAP, ads, notifications, analytics, live ops support.
- Strong OOP & architecture design; productivity boosted with AI tools.

Backend & System Design
- Backend development with Node.js & RESTful APIs.
- Database design with PostgreSQL (multi-tenant / multi-center).
- Authentication, role-based access control, business workflows.
- Experience with Firebase (Auth, Notifications, Realtime features).

Business & Management Systems
- Student/customer management, packages, subscriptions, payments.
- Attendance tracking, salary calculation, reporting logic.
- Health data tracking with historical records.
- Automation of reminders, expiry alerts, and inactivity warnings.

Other Strengths
- Team leadership, mentoring, and code reviews.
- System thinking, UML, and scalable architecture design.
- Fast learner, adaptable, 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