

NGUYEN NGOC QUY

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SUMMARY

Software Engineer with 5+ years of experience in high-performance C++ systems. Specialist in CI/CD automation, Unreal Engine 5 migrations, and internal infrastructure development. Proven track record of operating independently in global remote environments across multiple time zones.

EDUCATION

Hanoi University of Science and Technology

Sep 2014 – Oct 2021

BS in Global ICT (Global Engineer Program in Information and Communication Technology)

EXPERIENCE

Gameloft

Mar 2021 – Present

Game Programmer

- **Core Engineering:** Developed high-performance C++ systems for mobile titles, managed Java-based Android platform integrations, and utilized Python for extensive toolset and pipeline scripting.
- **Cross-stack Adaptability:** Successfully delivered features across diverse environments including ActionScript for legacy games and Unreal Engine 5 for modern migration projects, internal AutomationTool for CI/CD, and specialized integrations for Netflix SDK (AXP) and China Channels SDKs (DML).
- **Jenkins CI/CD:** Architected and maintained the build infrastructure for Sniper Fury, streamlining release stability and deployment pipelines.
- **Technical Leadership & Mentorship:** Orchestrated specialized workshops and programming contests integrated with internal architecture while mentoring junior engineers to improve onboarding and documentation standards.
- **Global Remote Collaboration:** Operate independently within a distributed workforce, collaborating effectively with cross-functional teams across international time zones.
- **English Communication:** Utilize fluent business communication to manage stakeholder requirements and technical documentation in a multi-national environment.

TECHNICAL SKILLS

Languages & Soft Skills: C++, Java, Python, Fluent English, Remote Autonomy

Engines & DevOps: Unreal Engine 5, Jenkins, Docker, Git, Jira