

TRINH XUAN QUY

.NET SOFTWARE ENGINEER

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SUMMARY

I am an **ex-game developer** with a passion for the craft. After one year in the game development industry, I took time for self-reflection and research into tech career paths. I decided to make a major life shift and transition into **traditional Software Engineering**, with a focus on backend development.

EXPERIENCE

OPTIMIZER VIET NAM — Software Engineer (C#, Unity) March 2025 – December 2025

- Refactored **PlayerController** and **Camera** systems; replaced legacy animations with **Blend Trees**, **Cinemachine 3**, and **State Machines**.
- Built a scalable **Input System** supporting PC and Mobile via **action maps** and **hardware abstraction**.
- Migrated static scene objects to **DOTS Entities**, cutting room load time by **80%** while preserving dynamic **OOP** flexibility.
- Introduced a **JSON** field-mapping contract for bulk network payloads, reducing transmission size by **93%**.
- Shipped a **TriLib** → **GLB** → **glTF** caching pipeline on mobile, achieving **5x** faster repeat asset load times.

EZ GAMES — Intern Software Engineer (C#, Unity) January 2025 – January 2025

- Conducted **market research** on top mobile games via **AppMagic** to identify trends and game opportunities.
- Translated insights into **game design concepts**, defining **core gameplay loops** and mechanics.
- Developed **playable prototypes** in **Unity** to validate gameplay.

PROJECTS

Cat Music Shop Full-Stack E-Commerce Music Store March 2026 – April 2026

Website: <https://catmusicshop.duckdns.org>

GitHub: <https://github.com/QuyGDb/CatMusicShop>

Tech stacks: .NET 10, ASP.NET Core Web API, EF Core, PostgreSQL, React, Three.js, TypeScript, Docker, AWS

- Built a full-stack music e-commerce platform for selling physical music media — Vinyl, CD, and Cassette with catalog browsing, product management, cart, checkout, order history, and admin workflows.
- Designed a Clean Architecture backend using ASP.NET Core Web API.
- Implemented PostgreSQL persistence with Entity Framework Core migrations.
- Added secure authentication with JWT, refresh tokens, Google login.
- Integrated Stripe payment processing, webhook handling, order status workflows, and background processing with Hangfire.
- Built a React + TypeScript frontend using Vite, React Router, TanStack Query.
- Deployed on AWS EC2 using Docker Compose, with S3 + CDN for media delivery.

SKILLS

- **Languages:** C#, TypeScript, HTML, CSS
- **Frameworks / Engine:** .NET 10, ASP.NET Core Web API, Entity Framework Core, Unity
- **Databases:** PostgreSQL
- **Tools:** Git, Swagger/OpenAPI, Docker, AWS (EC2, S3, CDN)
- **Architecture / Principles:** OOP, SOLID, REST API Design, Clean Architecture

EDUCATION

Academy of Cryptography Techniques

Bachelor's Degree, Software Technology

2021–2025

Grade: 3.2/4.0