

Trương Quốc Cường

Game Designer | Live Game Operations

(+84) 962 213 194 | cuongtr341@gmail.com | Ho Chi Minh City



Visit my portfolio website: www.cuongtruong.me



» **Passionate Gamer**

Committed to Building a Career in Gaming

SKILLS

- Game Engine: Unreal Engine 5 (Blueprints, Material Editor, Enhanced Input System)
- Core Mechanics: Grid system (Tic Tac Toe), World switching mechanic (Mirror World), Character Movement States
- Tools & Hardware: MacOS, Xcode (Swift), Mobile Testing (iOS/Android), Canva

GAME DEVELOPMENT - Personal Projects

- ▶ **“Tic Tac Hoe”** | Unreal Engine 5
 - Created Grid System to manage board states and win condition detection.
 - Built an UI/HUD that communicates game flow and turn-based indicators to the player.
 - Tested and debugged edge-case boundary scenarios within the winner condition.
- ▶ **Mirror World Mechanic** | Unreal Engine 5
 - Designed and implemented a core "World Toggle" system allowing players to switch between two environments in real-time
 - Developed Material-based transitions and logic-driven environment swapping using Blueprint
 - Optimized input handling to ensure changes between dimensions

WORK EXPERIENCE

Olive Labs - Project Manager & Translator

May 2024 - Present

- Coordinated project schedules and tracked deliverables, ensuring systematic execution of tasks
- Reviewed multilingual content for clarity; supported in-person translation meeting
- Project management, design, and marketing support for brand in USA

Concentrix Vietnam - Customer Service

March 2025 - May 2025

- Handle customer requests, bookings, and issue resolution.

ISC2, Ho Chi Minh Chapter - Cyber Security Internship

October 2024 - November 2024

- Conducted market research, supported member acquisition, and participated in event networking
- Assisted in performance tracking, documentation, and translation tasks.

EDUCATION & LANGUAGES

Van Lang University - Bachelor of Arts in English

September 2020 - September 2024

 **Vietnamese** - Native

 **English** - Fluent

- Specialization: Translation and Interpretation