

# TRAN THANH TUNG

Products Manager

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📍 Hà Nội



I am a person who is always searching and learning new knowledge to "Apply - Adapt - Improve" to improve work efficiency.

Moreover, I am a Game enthusiast and love jobs that require high analytical and thinking abilities.

I aspire and always try to pursue my passions and hobbies. From there, I can complete my skills, and create many benefits for myself and the company.

## EXPERIENCE

### VTECH JSC - PO - GAME DESIGNER

2021 - Present

- Search and evaluate products.
- Plan to develop new products.
- Write GDD (Game Design Document), flowcharts, wireframes, and gameloops.
- Coordinate project team activities.
- Check key performance indicators (KPIs) and plan operations.
- Plan periodic product adjustments.

## SKILLS

Designer

Media

Team work

Presentations to the crowd

Video subscribe

Web/Wap

## **DINOLAND - GAME DESIGNER**

2021 - 2022

- Write GDD (Game Design Document), flowcharts, wireframes, and gameloops.
- Adjust the operating index.
- Design operational events.
- Coordinate communication for the project.

## **VTC INTECOM - PM**

2020 - 2021

- Test and evaluate products.
- Prepare and defend the business case.
- Prepare and defend the business case.
- Editing, integrating, and deploying dubbing.
- Coordinate media and organize tournaments.
- Analyze users and update products.

## **VĨNH XUÂN JSC - PM - GRAPHIC**

2019 - 2020

- Research market.
- Design UI/UX and build SDK.
- Market and player analysis.
- Edit, operate, and update features.
- Coordinate communication and optimize costs.
- Design publications for web, WAP, and landing pages.

## **VTC INTECOM - GAME OPERATOR**

2017-2019

- Test, evaluate, and create a business plan.
- Partner with storyboarding and dubbing partners.
- Plan tournaments and community activities.
- Search for and manage KOL (Key Opinion Leader) clues.
- Improve CMS (Content Management System), homepage, and page system.

## **SOHAGAME- GAME OPERATOR**

2013-2017

Microsoft office

## **EDUCATION**

### **BUSINESS ADMINISTRATION**

Hanoi University of Business and  
Technology  
2014 - 2017

### **ACCOUNTING**

Hanoi University of Industry  
2010 - 2014

### **UI/UX**

Color Me  
2021 - 2021

## **AWARDS**

Excellent project  
IGA Sohagame (2015)

## **LANGUAGE**

English (Reading and writing)

Chinese (HSK3)

## **INTEREST**

- Proofreading and product preparation.
- Operate and analyze data.
- Search for potential new products.
- Focal point for integration and communication.
- Community building and complaint handling.
- CMS (Content Management System), homepage, and page system management.

## PROJECT

### Mobile game

Publisher

- Shooting game: GunStar, IGA
- Card battle: RUReady, Dai Minh Chu, Mong Vo Lam, Superhero war, Tan Vuong Tam Quoc
- Game bắn Moba: Bao Kich online
- Game MMO: Wukong 3D, Tru Tien
- Game SLG: Kiem Khach Truyen, Phong ma

### Game Designer

GDD

- Dinoland
- Pirate war
- Pet War

Technology Toys

Car

Develop - Photography

Game - Music