

YEN TRAN

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EXPERIENCE

JAN 2019 – PRESENT

GAME DESIGN, KIXEYE

- Confidently create new content within design data from start to finish for major pieces of content.
- Attend Spec reviews to help determine the amount of time it will take to develop content being introduced to the game.
- Be comfortable exporting game data and running local builds.
- Verify changes appear correct by getting a buddy check from another Designer before submitting them.
- Test changes to Design data through a local build within Unity.
- Identify and resolve bugs for content that have been entered into JIRA by QA.
- Provide feedback to other designers regarding new content that can assist them when balance testing it before release.
- Effectively communicate within the Design team, as well as with other developers in Engineering and Art.
- Work with Engineering to implement new mechanics that are associated with new content.
- Ask questions to ensure any issues that arise can be resolved as quickly as possible and any blockers to development are removed.
- Project: Vega Conflict

MAY 2018 – DECEMBER 2019

QA ANALYST, KIXEYE

- Taken responsibility for and completed multiple features in multiple Sprints (equal to workload of other team members).
- Successfully participated in testing all types of features in game.
- Understood of advanced QA processes and tools.
- Has ability to create/schedule all Live-Ops events in Admin (events, markets, offers, re-engagement campaigns, etc).
- Created documents follow the testing procedure based on information about the assigned contents.
- Contributed to QA test suite reviews by reading and providing feedback on other QA member's test suites.
- Gave feedback during testing time about contents to others department (design; art) to improve it to be better.
- Brainstormed with team about bringing new things to players.
- Followed chat between players on Discord to check bugs and noted downed their

suggestion.

- Addressed issue tickets on Jira.
- Followed the updated from designs and engineer to check in game.
- Project: Vega Conflict

APRIL 2015 – MAY 2018

QUALITY ASSURANCE, GAMELOFT

- Working in a fast-paced team oriented and international environment.
- Improving the quality of Gameloft games to be on top in mobile game industry.
- Support and handle tasks from top managers.
- Gain a strong knowledge and understand in game mobile field.
- Participate in team bulding, both of soft and technical skills training.
- Solve problems in win-win ways by dealing with other departments.
- Organize resource to make sure that project meets the deadline.
- Train newbies and teammates to catch up technical skills.
- In charge of follow the status of project and report to supervisors.
- Communicate with oversea studios to discuss about project.
- Project: Asphalt 8, Sniper Fury

EDUCATION

2010 - 2014

BACHELOR, BUSINESS ADMINISTRATION AND MANAGER, INDUSTRIAL UNIVERSITY OF HOCHIMINH CITY

SKILLS

- Analytical skills
- Time management
- Game Design
- Test game
- Communication
- English for Specific Purposes
- Team work
- Test manual