

Tien Nguyen Minh

Senior Java Software Engineer | Java 21, Real-Time Backends, CI/CD, AI-Assisted Delivery

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Experience

Senior Software Engineer, ZingPlay Game Studios, VNG Corp. – HCMC, Vietnam July 2020 – present

Progressed from Game Programming Fresher to Senior Software Engineer over 5+ years building and operating production backends for real-time multiplayer games, collaborating daily with client, QA, release, and product stakeholders.

- Chaos Age 2: Built and operated gameplay systems, battle synchronization, matchmaking, payments/webpay, admin tooling, automated tests, and delivery pipelines as primary Java backend contributor
- Built and maintained Java 21 backend modules with Netty/Vert.x, Couchbase, Redis, Kafka, Gradle, JUnit 5, Mockito, Docker-based local dependencies, and GitLab CI pipelines; used automated tests around gameplay, payment, and release-critical flows
- Applied OOP and design patterns to reusable packet handlers, gameplay workflows, payment/config modules, and admin tooling for live products
- Burkozel, Show, and Sky Garden: Diagnosed and fixed live concurrency issues; maintained backend gameplay events, payment/config updates, metrics, and release support
- Built an internal Claude Code plugin/skill marketplace and Java game-server scaffolding guidance, standardizing packet-handler generation, framework usage, and AI-assisted delivery workflows

Projects

Store Scraper Bot / Java original Nov 2025 – present

Telegram bot for tracking Apple App Store and Google Play app updates; original Java 21 implementation later ported to Node.js/Vercel.

- Built Java bot with Gradle, MongoDB, command-pattern Telegram handlers, reusable repository abstractions, Docker Compose, and JUnit scraper tests; ported to serverless Node.js with Upstash Redis, Vercel Cron, and GitHub Actions checks

Gomoku 2026

Multiplayer Gomoku game with authoritative Go WebSocket backend, protobuf binary messages, Docker Compose, GitHub Actions CI, and Phaser client.

- Designed server-authoritative gameplay (move validation, win detection, PVP/PVE/spectator modes, minimax AI with alpha-beta pruning) with Go tests over game, lobby, and codec flows; CI runs vet, tests, and builds

miti99bot May 2026 – present

Modular Go Telegram bot framework on AWS Lambda (SAM) with pluggable KV storage providers (Firestore/DynamoDB) and AI integration with rate limiting.

- Covered modules, storage providers, and AI rate limiting with 53 Go test files; GitHub Actions CI plus OIDC-authenticated AWS deploy pipeline

Skills

Languages: Java, Go, JavaScript/TypeScript, Shell

Frameworks & Libraries: Netty, Vert.x, Spring Boot, JUnit 5, Mockito, Cocos2d-x, Godot, WebSocket

Data & Messaging: Couchbase, Redis, MySQL, Kafka, ClickHouse

Infrastructure & DevOps: Docker, GitLab CI, GitHub Actions, Linux, AWS Lambda/SAM, Cloudflare Workers, Vercel

Architecture: OOP and design patterns, reusable components, real-time multiplayer game-server architecture, event-driven design

Delivery Practices: Unit testing, code review, production debugging, continuous integration and delivery (CI/CD), DevOps collaboration, AI-assisted development workflows

Education

Ho Chi Minh City University of Technology, B.E. in Computer Science and Engineering – Sept 2017 – June 2023
HCMC, Vietnam

- GPA: 8.0/10 — Academic Excellence Scholarship; Five Good Student Award
- Thesis: Survival2D — multiplayer Battle Royale game server in Java (Netty/WebSocket) with authoritative architecture, FlatBuffers serialization, behavior-tree AI bots, and server-side anti-cheat