

HIEN QUY TRAN

GAME SYSTEMS DESIGNER



www.hienquytran.com



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PROFILE

I am a **Senior Game Designer** with 10 years of experience across all phases of game development. I have a proven track record of delivering high-quality work across various projects, including contributions to **Dune: Awakening**, **Comanche** and **Dreadnought**.

SKILLS

LANGUAGES

- English
- German

GAME ENGINES

- Unreal Engine
- Unity

SCRIPTING

- C#
- JavaScript
- UE Visual Blueprint Scripting

EXPERIENCE

NUKKLEAR - HANOVER, GERMANY

Project: **Dune: Awakening**

09/2020 - 07/2025

Lead Game Designer & Product Owner

Vehicles and vehicle related systems

NUKKLEAR - HANOVER, GERMANY

Project: **Comanche**

07/2018 - 12/2020

Lead Game Designer

Hero design and game systems

YAGER - BERLIN, GERMANY

Project: **Dreadnought**

09/2016 - 12/2017

Game Designer

Progression, economy and game modes

ACTIVISION BLIZZARD IRELAND LTD. - DUBLIN, IRELAND

Various Projects incl. **Call of Duty**

03/2012 - 03/2013

Localization Tester

Localization and technical QA

EDUCATION

10/2013 – 09/2017

**BACHELOR OF ARTS:
GAME DESIGN**

University of Applied Science,
Berlin, Germany

10/2007 – 09/2011

**BACHELOR OF SCIENCE:
INTERNATIONAL BUSINESS
ADMINISTRATION**

Viadrina European University,
Frankfurt (Oder), Germany