

TRAN THI THUY TIEN

Game Project Manager | Game Designer

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Portfolio bechan.space **Location** Da Nang, Vietnam · Remote / On-site

SUMMARY

Game production professional with 2+ years in mobile casual and hybrid-casual games, with a game design and QA background. Led task planning, milestone tracking and production documentation as **Project Lead** and **Product Owner**, coordinating Design, Art, Dev and UA teams from concept to soft launch and publisher delivery. Understands every discipline well enough to spot blockers early and keep the whole team moving toward on-time delivery. Native Vietnamese with working English (TOEIC 600); uses English daily in remote meetings and on Slack.

2+ yrs shipping mobile games	**10+** titles tracked & QA'd	**500+** levels built & balanced	**Dev · Art · UA** teams coordinated

EXPERIENCE

May 2026 – Present
Happy Lemon Games
Hybrid · Remote

Game Designer · Production & QA focus

- Track day-to-day progress of features and levels with developers and artists, keeping each update on its release date.
- Break shooting-game concepts (Castle Blast, Knock It Down, Smash Disk…) into GDDs and tasks for Art and Dev, following each build through QA to release.
- Run playtesting and level QA across 10+ titles (Car Sort, Knit Loop, Sand Factory, Block Pack Jam…), turning issues into prioritised tasks and following up until fixed.
- Flag build risks early (bugs, difficulty spikes, missing assets) and propose fixes before each update.
- Standardise GDDs and feature docs so the team works from one source of truth.
- Produce CPI and promotional videos for UA with fast, often same-day turnaround.

2025 – 2026
Gametamin Studio
Publisher: Funtap

Game Designer · Project Lead / Product Owner

- **Grill Stack — Product Owner:** owned the production plan across Dev, Art and UA; distributed tasks and ran gameplay/performance reviews to bring the title to soft-launch readiness.
- **Farm Rescue — Project Lead:** planned tasks and balanced workload across design and art through a product pivot and core redesign; iterated via playtesting to deliver on schedule.
- **Stack'n Sort — Client delivery (Funtap):** main point of contact for the publisher; managed final build delivery, documentation and QA of marketing banners and UI/VFX/SFX.
- Built production trackers and GDDs for the Dev/Art teams, cutting back-and-forth and keeping asset delivery smooth.
- Shipped 500+ levels, monetization systems and a recurring live-ops event calendar across multiple titles.

Apr 2025
Gear Games Studio

Game Design Intern

SKILLS & TOOLS

Production
Pipeline & delivery planning · Task breakdown & workload allocation · Milestone & progress tracking · Risk flagging · Production documentation · Publisher / client communication · QA coordination

Game Design
System & economy design · Level design & balancing · Live-ops & events · Monetization (IAP / Ads) · Data & KPI analysis (retention, drop-off)

Tools
Figma (UI flows, wireframes) · Unity · Maya · GDD & tracking docs · Video editing / AI video for CPI creatives

EDUCATION

Bachelor of Game & Multimedia Design
Duy Tan University · 2021 – 2025 · GPA 3.3 / 4.0

LANGUAGES

Vietnamese — Native
English — Working proficiency (TOEIC 600). Daily remote meetings and Slack in English; follows task discussions well and clearly explains own work, progress and questions about tasks.