

# CURRICULUM VITAE

**Full Name:** TRINH HOANG KIEN

**Phone:** 0909020534

**Email:** [thkien85@Gmail.com](mailto:thkien85@Gmail.com)

**Location:** Ho Chi Minh City, Vietnam

## PROFESSIONAL SUMMARY

I'm a blockchain developer, AI application builder, and GameFi creator with over a decade of experience managing and building complex technology projects. After 10+ years in engineering and automotive project management, I transitioned to Web3, where I now focus on developing AI-powered games, smart contract systems, and interactive user experiences. I specialize in Unity game development, AI agents, and onchain token interactions using Solidity, Thirdweb, and n8n. Passionate about innovation, I deliver scalable products that merge automation, blockchain, and immersive gameplay.

## EDUCATION BACKGROUND & CERTIFICATIONS

### Education:

- **Master of Science in Mechatronics**  
*Bach Khoa University of Technology – Ho Chi Minh City*  
2008 – 2010
- **Bachelor of Science in Mechatronics**  
*Bach Khoa University of Technology – Ho Chi Minh City*  
2003 – 2008

### Certifications:

- **Project Management Professional (PMP)** – Project Management Institute, Philadelphia, USA (2015)
- **Schedule Management Professional (PMI-SP)** – Project Management Institute, Philadelphia, USA (2015)

## AI & TECHNICAL STACK

- **AI & Automation:** ChatGPT, Claude, Gemini, MidJourney, Runway, N8N.
- **Web3 & Blockchain:** Unity (2D/3D), Thirdweb, Solidity, Web3.js, Base, BNB, ETH.

- **Backend:** Node.js, Express.js, PostgreSQL, MongoDB, Prisma, REST APIs.
- **Frontend/Dev Tools:** TypeScript, Next.js, Tailwind CSS, Vercel.
- **Voicebot Integration:** Dialogue scripting, API orchestration, automation pipelines
- **Project Management:** JIRA, Confluence, Notion, Trello, Agile/Scrum
- **QA & Data Ops:** Player feedback loops, dashboards, test planning, structured UAT

## LANGUAGES

- **English:** Advanced
- **Vietnamese:** Native

## PROFESSIONAL EXPERIENCE

### **Blockchain & GameFi Developer**

*Remote / Ho Chi Minh City | 2020 – Present*

- Designed and developed **full-stack decentralized applications (dApps)**, integrating smart contracts, frontend interfaces, and backend services. Projects span from tokenized gameplay systems to AI-powered automation layers.
- Built and deployed **blockchain-integrated games using Unity**, leveraging Solidity smart contracts on platforms like Base, Kaia, Aptos, and Mantle. Used Thirdweb and Web3.js for seamless Web3 connectivity and transaction handling.
- Led the **complete game development lifecycle**: ideation, system design, smart contract architecture, gameplay programming, AI integration, backend API development, UI/UX, and Web3 deployment.
- Engineered **AI-enhanced game mechanics** including dynamic difficulty adjustment, real-time leaderboard updates, and automated quest systems using n8n, OpenAI (GPT-based agents), and workflow orchestration.
- Developed **in-game AI chatbots** that guide users, handle token conversions (e.g., coins → ERC20), and respond to gameplay context through custom logic workflows.
- Built **custom backend services** using Node.js, Express, and Prisma ORM connected to PostgreSQL or MongoDB, handling user






progress tracking, NFT metadata hosting, and onchain / offchain synchronization.

- Integrated **smart contracts for NFTs, tokens, and player assets**, providing ownership, transferability, and utility across different chains.
- Used **Next.js + Tailwind CSS** for responsive, SEO-optimized frontend dashboards and admin tools, hosted on Vercel for production-grade scalability.
- Managed **server deployments and real-time API integrations**, ensuring smooth gameplay updates, cross-chain interaction, and performance optimization under load.
- Collaborated across art, AI, and blockchain domains to **deliver GameFi experiences that are immersive, rewarding, and technically resilient**.

### Key Projects:

- **Token Rush with AI:** A Base chain-powered game where players collect in-game coins and convert them into ERC20 tokens through AI chatbot interactions. Built with Unity, Next.js, n8n, and smart contract automation.
- **Jungle Mask:** A 2D endless runner enhanced by AI-driven gameplay. The AI system dynamically adjusts difficulty, analyzes real-time performance, and introduces procedural jungle obstacles.
- **Last Memories:** A Web3 interactive story where NFT ownership directly influences branching narratives, built with React, smart contracts, and decentralized identity logic.

### Hackathon Achievements

-  **Winner – BNB Chain Hackathon**
-  **Winner – Shido Hackathon**
-  **Winner – Thirdweb Buildathon**
-  **Winner – Optimism Hackathon**
-  **Winner – Base Hackathon**

### Project Manager – Engineering & Automotive

*Vietnam & International | 2010 – 2020*

- Managed large-scale projects in automotive manufacturing, construction, and logistics

- Oversaw scheduling, stakeholder coordination, and project execution using PMP/PMI-SP standards
- Delivered multi-million-dollar projects with global teams, subcontractors, and technical suppliers