TRAN VAN HOA (MAD)

Full-stack Developer | Client/Server & Automation
Ha Noi, Vietnam | +84 374 639 758 | hoatv.mad@gmail.com
Portfolio | LinkedIn | GitHub

PROFILE

Hands-on developer delivering client/server systems, APIs, integrations, and automation from prototype to production. Background includes 8+ years in game development and 100+ games shipped; current freelance scope extends to system architecture, web tooling, and AI-agent workflows.

CORE SKILLS

Client / applications: Unity, C#; React, TypeScript, JavaScript; desktop tooling with Rust/Tauri; mobile and WebGL delivery.

Server / APIs: C++, Lua, Go; client/server architecture, backend services, API integrations; Firebase, Supabase, AWS; MySQL workflows.

Web / automation: PHP, HTML5, Python, Node SDKs; HTTP APIs, MCP, CDP, n8n, Telegram Bot API; AI skills and agent workflows.

Delivery / collaboration: Git, Docker, GitHub Actions, CI/CD; technical scoping, milestones, remote team coordination, release support.

EXPERIENCE

Freelancer / Remote Team Developer | 2025 - Present

Lead Developer / Freelancer

- Build Unity client applications and server-side systems, connecting gameplay, backend services, and APIs.
- Coordinate distributed teams of 5-10 people, translating client requirements into technical plans and delivery milestones.

Gamota - Gabros Team | 2023 - 2024

Senior Unity Developer

- Built and maintained gameplay for Sandwich Please, DOP, DIY, and puzzle titles.
- Owned gameplay systems, UI flows, SDK and analytics integration, and mobile optimization.

Neko Global | 2022 - 2023

Project Manager / Senior Unity Developer

- Owned core Unity gameplay implementation for Nekoverse, including PvE/PvP battles and elemental skill interactions.
- Profiled gameplay scenes and optimized performance across mobile devices; managed task breakdown and team coordination.

BLAMEO Technology | 2021 - 2022

Project Manager / Technical Leader

- Led technical implementation for Age of Sail, covering synchronized gameplay and network-aware feature design.
- Built the game development team, including hiring, onboarding, task assignment, and technical standards; mentored developers and coordinated with design, QA, and backend teams.

BEEMOB Studio | 2020 - 2021

Unity Developer

- Owned core Unity implementation for Idle Cyber, including idle progression, tower-defense combat, upgrades, and rewards.
- Delivered build delivery across iOS, Android, and WebGL, alongside mobile performance optimization.

2NF Office Solutions | 2019 - 2020

Unity Developer

- Implemented Unity features, resolved bugs, and maintained active products.

CSCMobi Studio | 2017 - 2018

Unity Developer

- Built gameplay features and resolved bugs in shipped Unity games.

SELECTED DELIVERY & TOOLS

Flying Phoenix Chronicles | 2026 - Present | Creator / Lead Developer

Case study

- Designed and built a personal Unity MMORPG: combat, skills, characters, inventory, mounts, pets, and connected feature navigation.
- Maintains the client and supporting development environment; personal project in development, not a commercial release.

JX1 Mobile / Tình Thiên Hạ | 2025 - 2026 | Senior Unity Developer

Case study

- Owned Unity gameplay and mobile production delivery for a commercial MMORPG, connecting multiplayer systems, resource loading, SDK integration, and progression.

BrProxies | Primary Developer

Case study

- Built a Rust/Tauri launcher and React/TypeScript workspace for browser profiles and proxies.
- Connected CDP handoff, local HTTP automation, MCP, and Python/Node SDKs; integrated runtime loading and release builds for macOS, Windows, and Linux.

GameStudio-CodexKIT | Primary Developer

Case study

- Built MOStudio Kit (beta): reusable AI skills for Unity, C++/Lua MMORPG services, MySQL workflows, and release operations.
- Developed Python maintenance tools and routing evaluations with explicit evidence states and mutation gates.

ProxyAPI.MAD | 2024 - Present | Founder / Solo Developer

Case study

- Integrated and adapted the upstream CLIProxyAPI foundation, connecting a React/Vite/TypeScript management UI with the Go proxy backend.
- Integrated API-key controls, provider settings, chat requests, logs, and runtime settings for agents.

DELIVERY APPROACH

Build and use my own reusable tools, AI skills, and agent workflows to accelerate prototyping, implementation, and production delivery. Own requirements breakdown, architecture, integration, and release support while coordinating distributed teams.

EDUCATION

University of Transport and Communications | October 2013 - May 2017

Bachelor's Degree in Information Technology

ITPlus Academy | October 2016 - May 2017

Advanced Game Development & Unity Certification