

 Berlin, Germany  
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## Profile

### Game Design

- System Design
- 3C (Vehicles)
- Weapons & Abilities
- Progression Systems

### Scripting

- UE Blueprints
- C#
- JavaScript

### Tools

- Unreal Engine
- Unity
- Blender
- Photoshop
- Figma
- Miro
- Perforce
- Jira
- Confluence

### Languages

- English
- German

## Education

**University of Applied Science**  
**Bachelor of Arts**  
**Game Design**  
October 2013 – September 2017

**Viadrina European University**  
**Bachelor of Science**  
**International Business Administration**  
October 2007 – September 2011

# Hien Quy Tran

Game Design & Product Ownership

## Summary

I am a Senior Game Designer with over 9 years of experience in AAA and live-service game development. I specialize in using game engines like UE5 to rapidly prototype and iterate on core mechanics and am an expert in bridging the gap between design, tech and art to deliver ambitious gameplay goals.

## Experience

### NUKKLEAR GmbH | Berlin, Germany

#### Lead Game Designer (*Dune: Awakening*)

January 2021 – July 2025

- Owned the design vision and execution for all air and ground vehicle systems, driving features from initial concept to shippable status.
- Designed, prototyped, and balanced vehicle locomotion, combat and progression systems in Unreal Engine 5.
- Maintained a tight feedback loop between design, tech and art departments to ensure technical feasibility.
- Guided a design team in translating high-level direction into shippable systems, while managing the backlog and feature prioritization.

### NUKKLEAR GmbH | Berlin, Germany

#### Senior Game Designer (*Comanche*)

July 2018 – December 2020

- Designed distinct vehicle classes with unique weapons, abilities and playstyles.
- Iterated on 6DOF flight models and combat mechanics using rapid prototyping.
- Collaborated with engineering to implement responsive control schemes that balanced simulation-style physics with arcade accessibility.

### YAGER Development GmbH | Berlin, Germany

#### Game Designer (*Dreadnought*)

September 2016 – December 2017

- Worked within a multidisciplinary strike team focused on live operations and player progression systems.
- Designed status effects and game modes to expand gameplay variety.
- Balanced weapons & abilities.

### Activision Blizzard Ireland Ltd. | Dublin, Ireland

#### Localization Tester

March 2012 – March 2013

- Ensured linguistic and functional integrity for various titles including:
  - *Tony Hawk's Pro Skater HD*
  - *The Walking Dead: Survival Instinct*
  - *Moshi Monsters: Moshlings Theme Park*