

Nguyen D. Duong

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Experience

Cat Daddy Games/2K

Kirkland, WA

SENIOR SOFTWARE ENGINEER, TOOLS

Aug 2023 - Present

- As a tool engineer, I get to build and own many exciting tools that help our small studio thrive. Earned my senior promotion in May 2025. Here are a few tools that I built:
- Developed a critical tool (C#, React) to integrate real daily NBA games into our **NBA 2K mobile** game, which led to the successful launch of Season 7 and a new game mode called **Rewind ***. Increased DAU 350K -> 500k+ and still remains the top game mode since launch.
- Created a new automation system & tool (C#, Electron) using vendor data to track the 2025 NBA Playoffs mode for our NBA 2K Mobile game, enabling a seamless migration with zero downtime and no manual support required compared to previous system.
- Led a major build speed improvement initiative for our games build processes, with the collaboration of platform, graphics, games, and QA teams. Achieved a 50% build time reduction (from 1 hour to 30 minutes), saving over 2,000 build hours monthly.
- Owned and enhanced the studio's custom CI/CD build system through delivering observability infrastructures (Prometheus, Grafana), and key features such as batch build scheduling, failure tracking, and optimization initiatives. Increased build success rate from 89% to 97% and reduced engine build time by 71% (21 hrs -> 6 hrs)
- Led the implementation of a new **backstage currency for WWE SuperCard's D2C site**, enabling players to earn loyalty currency. This led to an increase in D2C traffic & generated +\$XXX,000 monthly. Collaborated with our partner at Take-Two, and cross-functional teams at our studio to ensure our backend services can handle new real-time requirements and traffic loads.
- Led development of an end to end system to track in game fraudulent refund from iOS platform, automating the banning system and saving \$100,000+ annually.
- Drove AI initiatives by building a custom GPT-powered chatbot (OpenWebUI & Slack), integrating DALL-E & Stable Diffusion with custom trained models for artist idealization workflows, and creating an AI build summarization tool to summarize game changes for producers.

T-Mobile

Bellevue, Washington

SOFTWARE ENGINEER

Oct 2020 - Aug 2023

- As part of T-Mobile's innovation arm (**Tech Experience***), I led and built a variety of interactive R&D projects. Here are some highlights:
- In preparation for the opening of **5G Hub** innovation space and **2023 speaker series: Metaverse**, I spearheaded on leading our XR demonstration effort through creating **XR applications*** for mobile AR and Hololens 2, integrating and using advanced technologies & techniques like photogrammetry, **NeRF visualization***, IoT data visualization, and real-time video streaming. Demos were well received during the 200+ attendees of speakers event, and kick started the genesis of 5G Hub innovation space.
- Led **STEM in a Box** projects in partnership with **Ignite Worldwide*** to inspired underrepresented students about the future of technologies. I created an experience with game, IoT, and robotic and how everything communicated through 5G. Project is being used by hundred of students yearly.
- Industry mentor for University of Washington GIX Master program. Advising on XR product strategy and technical direction for their project. Check out student's project **Artify***.

The Coding School

Remote

GAME DEVELOPER & INSTRUCTOR

July 2020 - Aug 2023

- Developed curriculum and game to teach K-12 students from basic to advanced topics in game development with Unity.

Paul G. Allen School of Computer Science & Engineering / Grail Labs / Reality Labs

Seattle, Washington

UNDERGRADUATE RESEARCH ASSISTANT

June 2019 - Jan 2020

- Working as a research assistant to create a Mobile Language Learning game in Unity (C#) using Computer Vision model as underlying technology.

Projects

GMTK 2020 & GMTK 2022 & many more

Seattle, Washington

PROGRAMMER

Ongoing

- Participated in many Game Jam events with noticeable personal accomplishment such as GMTK 2020 & 2022.
- Game placed in the top 2.5% and 3.5% out of 6000+ entries per event respectively. Peaked #47 in popularity, putting it in the top 0.9% of games.

Skills

Programming

C#, Java, Python, JavaScript, HTML/CSS, C/C++

Technology

Unity • ChatGPT, Stable Diffusion • FastAPI, ASP.NET • MSSQL, CosmosDB, InfluxDB, Prometheus, Grafana • Docker, Kubernetes, Ansible, Azure • Raspberry Pi, MQTT • Git, Perforce

Funsie

Rubik cube competition

Education

University of Washington, Seattle

Seattle, Washington

B.S. IN COMPUTER SCIENCE

Sept. 2016 - June. 2020