ROBLOX ENGINEERING / TECHNICAL PRODUCTION

Nam Anh Tran

Game architecture, hands-on engineering and team leadership

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LinkedIn / GitHub / Full portfolio / Website

Profile

Roblox developer and technical leader with experience since 2015. Focuses on scalable system architecture, Luau gameplay engineering and cross-functional production. Uses AI-assisted development with careful review, organized code and maintainable systems.

LECO Studio

September 2024 - July 2026

Chief Technology Officer

Lead producer and programmer

- Architected modular, event-driven client-server frameworks and established studio-wide Luau design patterns.
- Connected game design, engineering and performance budgets with production across programming, art and animation.
- Worked directly with B2B clients on project requirements, technical execution and brand alignment.
- Introduced AI-assisted Luau development, refactoring and review workflows while maintaining type safety.

Selected projects

Defend Bob

Released 31 October 2026 / Latest product

Roblox game developed with AI-assisted workflows.

Sky Harvest

2026 / GeekOut collaboration

Gardening game developed in collaboration with GeekOut, with production and programming at LECO Studio.

View Sky Harvest

Gun Rivals

2026 / Garena collaboration

Team-based hero shooter developed in collaboration with Garena, with production and programming at LECO Studio.

View Gun Rivals

Expertise

ENGINEERING

Luau
System architecture
Gameplay systems
Fusion and responsive UI
Performance optimization

PRODUCTION

Technical planning
Cross-functional coordination
Client requirements
Brand alignment
AI-assisted workflows

Industry participation

Gameverse 2025

Speaker representing Roblox VNG

A80 Event, Hanoi

Speaker representing Roblox

Roblox Developers Conference

Invited annually since 2022

Luobu Developers Conference

Invited delegate, China

Education

RMIT

Engineering coursework

Software Engineering
2 years

Robotics Engineering
2 years

Withdrew after four years of study to pursue Roblox development.

Selected engineering work

NBA Champion Basketball 2026

Systems engineering

Designed scalable leaderboards and ranked matchmaking using MMR and ping grouping; contributed gameplay programming and bug fixes.

Chupa Chups Candyland Paradise 2024

Architecture and branded experience delivery

Architectural lead and systems engineer for branded mini-games, environmental visuals and reward progression, aligned with brand and performance requirements.

OMO Adventure 2025

Core gameplay and mission infrastructure

Designed gameplay and mission systems for a branded educational activation, balancing custom mechanics with device optimization.

Earlier experience

Emotes CO. / TTD3

Gameplay Engineer / Nov 2022 - Feb 2024

Built most of TTD3's game mechanics and designed its codebase structure.

Super League Gaming / Popmall

Engineer / Feb 2023 - Aug 2023

Developed the Fusion-based Catalog SDK and live outfit-sharing feed for Popmall.

Sandbox Studio LLC / Crown Academy and Carnival

Game Developer / Jul 2022 - Nov 2022

Developed Crown Academy and Carnival.

ROFORCO / Sunsilk City and Tiles

Programmer / Mar 2022 - Oct 2022

Programmed core components for Sunsilk City, including the Blow Them Away mini-game.

The Grand Crossing

Lead Scripter / Apr 2020 - Oct 2021

Progressed from commissioned scripter to lead scripter for an unpublished new project.

Independent projects

ROTRIS / Creator / Aug 2021 - Jan 2022

Solo Tetris-inspired game.

Geometry Dash Replication / Solo Developer / Nov 2021

Original variation created for a Vurse competition.

Tiles / Co-Founder / Jan 2021 - May 2021

Co-founded and co-developed the Roblox game.