Anne Merie Nguyen

Irvine, CA | annemn3@uci.edu | /in/anne-merie-nguyen | annes-portfolio-jatn.vercel.app/

EDUCATION

University of California, Irvine   Expected Graduation: 2027
Bachelor of Science in Informatics, Bachelor of Science in Mathematics   *GPA: 4.0*
Relevant Coursework: Human-Computer Interaction, Data Structures and Algorithms

EXPERIENCE

Video Game Development Club @ UC Irvine   May 2025 - Present
UI/UX Officer   *Irvine, CA*
- Designed, wireframes, menus and HUD components in Figma for student-developed games, improving player navigation efficiency by 40% through iterative testing
- Collaborated with artists and Unity developers to implement UI assets, reducing visual bugs and inconsistencies by streamlining the design-to-development workflow

Not Half Bad Games   May 2024 - Aug. 2024
Game UX Design Intern   *Remote*
- Designed contextual tooltips and guidance flows to support onboarding for a narrative indie game
- Conducted 10+ remove playtests to identify player friction points, improving early gameplay task completion by 25%
- Collaborated with UX and narrative leads to ensure tutorial designs aligned with game progression and player comprehension

PROJECTS

Poro Quest   Jan. 2025 - Present
Technical UX Designer   *Irvine, CA*
- Created UI wireframes and interaction flows for inventory, objectives, and character menus
- Implemented prototypes in Unity using layout groups and C# for real-time HUD feedback
- Conducted iterative playtesting to improve onboarding clarity and usability

Spheal Evasion   Feb. 2024 - Nov. 2024
UI/UX Designer   *Irvine, CA*
- Designed and implemented HUD elements (e.g., speed, score, alerts) for a mobile endless runner
- Applied Unity animation states and layout groups to ensure responsive player feedback

SKILLS

Technical: Figma, Jira, Miro, Inkscape, Unity, Unreal Engine, C#, C++, Git
Soft: Leadership, Communication, Team Collaboration, Public-Speaking, Presentation
Certifications: Udemy Figma UI/UX Design Essentials, Udemy User Experience Design Fundamentals
Interests: Game Design, Front-End Development, Interactive Storytelling, Video Games, Reading, Badminton, Competitive Ping-Pong