

Thuy-Tien Nguyen-Tran

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OBJECTIVE

Highly motivated and hardworking programmer seeking to work in a renowned video game industry to gain an immense amount of experience and knowledge.

EDUCATION

Bachelor of Science in Business Administration option CIS, California State Polytechnic University, Pomona

9/2014 – current

Anticipating Bachelor of Science in 2016.

Associate of Arts in Business & CIS Emphasis, De Anza Community College

9/2010 – 6/2014

PROJECTS

Jump

3/2015 – 4/2015

A 2D platform game to escape the forest fire and save your friends. Built in Unity.

Visual Novel

3/2015 – 3/2015

Basu Catches Things

A 2D game where you are a starving raccoon who lost her children. Made during Global Game Jam at the University of Southern California. Use the arrow keys to catch food and children. Built in Unity.

The Great Cal Poly Underground

10/2014 – 12/2014

Class project. A text based game using NetBeans. Travel in various rooms with artifacts. Various actions include: drop, examine, inventory, look, take, touch, save, load, and quit. Written in Java.

POSITIONS

Computer Lab Assistant at De Anza Community College, Cupertino, CA

10/2013 – 8/2014

- Assisted and answered anybody who were in need of assistance
- Voluntarily tutored students in beginner's C++

Front Desk at AMF Bowling Center, Milpitas, CA

8/2013 – 12/2013

- Customer Service – Assisted customers and provided any help they needed
- Versatile role – Filled in roles for the snack bar and bar

ORGANIZATIONS

Cal Poly Pomona Game Design & Development Club: Position: Fundraising Chair

October 2014 – Present

Cal Poly Pomona ESports Club: Position: Member

October 2014 – Present

Humane Society Silicon Valley: Position: Dog Volunteer

August 2013 – September 2014