

# Minh Nguyen

*Game Designer / Front End Developer*

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## *Professional Summary*

A versatile game developer with a strong focus on designing deep and immersive gameplay. Minh possesses an adaptive skill set blending technical expertise and a passion for play-driven design. He is proficient in producing innovative game prototypes and interactive web designs independently or collaboratively. Minh is constantly updated on the latest technological advancements in multiple fields.

## *Skills*

- HTML, CSS
- JQuery, P5.js
- 3D character animation
- C# Programming in Unity
- Animation and Storyboarding
- Low-poly 3D Modeling
- Blender Proficiency
- Game Design
- Rapid Game Prototyping

## *Professional Experience*

**Creator, Game designer** | January 2024 - Current

**Banh Mi Wars - Card game**, Toronto

- Conducted 100+ playtests to generate over 1000 data points of game length, card play rates and win rates to balance cards and smoothen gameplay.
- Iterated rapidly through 6 versions to achieve intuitive fast-paced gameplay that is easy to learn with depth to master.
- Attracted and guided 400+ players to engage with game within a live event, delivering instructions and play guide efficiently to large group, generating 30+ newsletter signup.
- Applied creative game design to achieved desired fast-paced game length of 30 minute by gradual game-ending mechanics.
- Designed meticulously 20 unique cards that accommodates for all possible cards combination and party size.
- Illustrated game art to convey Vietnamese culture through a colorful and humorous lens.
- Delivered detailed instructions through concise wording with consideration to simplicity and edge cases.
- Awarded for excellence in game design, recognizing innovative mechanics, meticulous playtest and iteration

**3D artist, Game designer, Unity Developer** | January 2024 - May 2024

**Trauma B. Dump - Not Valid Studio**, Toronto

- Executed rapid prototyping by developing multiple distinct 3D game prototype within 2 weeks by creating and utilizing adaptable asset and code.
- Created 10+ low poly 3D asset populating 50% of level spaces.
- Designed 3 unique 3D level in Unity, with both indoor to outdoor environments, totaling in 30+ minutes of gameplay.
- Collaborated effectively within a multi-disciplinary team to develop a Unity 3D puzzle game within a challenging time constraint of 3 months.
- Integrated a versatile skill set as both a game designer and developer, resulting in cohesive game mechanics and seamless user experiences, making a highly engaging final product.
- Set up an efficient development environment for a team of 6 developers in Unity through meticulous documenting and C# code commenting.
- Assisted artists to upload assets to Unity by creating detailed instructional documentations.

- Identified 50+ glitches and bugs during development, contributing to 20+ bugfixes,
- Assisted 100+ players during a live event and various other playtests, displaying excellent instructional and customer support skills.

**Lead Game Designer, Animator** | August 2023 - December 2023

**Dark Fantasy Boss Rush - OCAD U 2D Game Design**, Toronto

- Designed a responsive combat system for a 2D fantasy-action game. Resulting in a robust battle mechanics involving dodging, parrying and high-commitment attacks.
- Conducted 20+ playtest with players of varying familiarity to the genre, creating live changes to deliver more telegraphed and intuitive gameplay.
- Developed comprehensive sprite sheets for 2D pixel art characters, encompassing essential actions crucial for a dynamic 2D action platformer experience including sprint, walk and attack cycles.
- Delivered extensive playtest to iron out 10+ bugs and inconsistencies.

**Lead Programmer and Game Designer** | August 2023 - December 2023

**Flatlanding - OCAD U Game Engine**, Toronto

- Led the project as the primary visionary and coordinator, designing a unique game demo that blends 2D and 3D elements.
- Led the project as the primary programmer, employing Unity to craft an immersive 3D first-person experience that transition into a top-down 2D setting.
- Drafted a detailed level design document to help artists visualize and create fitting asset.
- Showcased creative problem-solving skills and technical expertise in steering the team towards the successful implementation of the innovative gaming concept.

## *Awards*

**Jeff Watson Award** | OCAD U 2024

- Awarded for excellence in game design for “Banh Mi War”, a party card game.

## *Education*

**Ontario College of Art and Design University (OCAD U)** | 2020 - 2024

**BoD Digital Futures**, Toronto

- Graduated with Honours.

## *Volunteer*

**Playtester for Supervive** | April - Current

**Theorycraft Games Inc.**, Remote

- Delivered extensive playtests over 2 main game modes with high level of play.
- Providing valuable data on gameplay satisfaction by filling out 100+ survey questions.

**Playtester for 2XKO Alpha Lab** | August - Current

**Riot Games**, Remote

- Delivered extensive data on player profiles, providing context of skills, game preference, and genre familiarity.