Minh Nguyen

Game Designer

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Professional Summary

Junior Game Designer with 1 years of experience in level and game design, specializing in multiplayer and narrative-driven experiences. Experienced in developing and implementing gaming mechanics through projects such as a 3D puzzle game and a competitive card game. Proficient in gathering player data to iterate and refine gameplay, utilizing tools like Unity and comprehensive playtesting.

Skills

- · Gaming experience in competitive and casual games. Desire for learning and self-development
- Casual Game Design: Expertise in creating intuitive and approachable gameplay with depth for mastery, focused on the free-to-play audience.
- Technical Proficiency: Unreal Engine, Unity, C#, HTML, CSS, JavaScript, Google Sheets, Excel

Project Experiences

Lead Level 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.
- Designed and implemented 3 levels for a 3D puzzle game, focusing on player progression and challenge balance to create an immersive 40+ minute gameplay experience.
- 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.
- Collaborated with narrative, art, and engineering teams, ensuring level design aligned with the story beats, puzzle-solving scenarios, and technical requirements.
- Iterated with engineers on tools, improving the efficiency of world-building within Unity and ensuring the tools fit gameplay needs.

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.
- Designed and iterated 6 versions of a fast-paced card game based on over 100+ playtests, balancing gameplay for 30-minute sessions while maintaining replayability.
- Guided 400+ players through live gameplay at events, providing clear instructions and handling large groups to optimize learning and retention of game mechanics.
- Applied creative game design to achieved desired fast-paced game length of 30 minute by gradual game-ending mechanics.
- Designed and balanced a competitive card game with an emphasis on casual, approachable gameplay. Managed live playtesting events and iterated on design based on player feedback to ensure long-term engagement and replayability.
- Delivered detailed instructions through concise wording with consideration to simplicity and edge cases.

Lead Programmer and Game Designer | August 2023 - December 2023 **Flatlanding - OCAD U Game Engine**, Toronto

- Created an innovative level design document blending 2D and 3D gameplay perspectives, maintaining cohesive gameplay mechanics while balancing player progression.
- Worked closely with a team of developers to design and implement responsive level mechanics, ensuring the technical vision aligned with the creative direction.
- 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) BoD Digital Futures, Toronto

- · Graduated with Honours.
- Focused on game systems design and level building, with a specific interest in creating environments that tell a story through spatial design.

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 20+ 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.