Portfolio
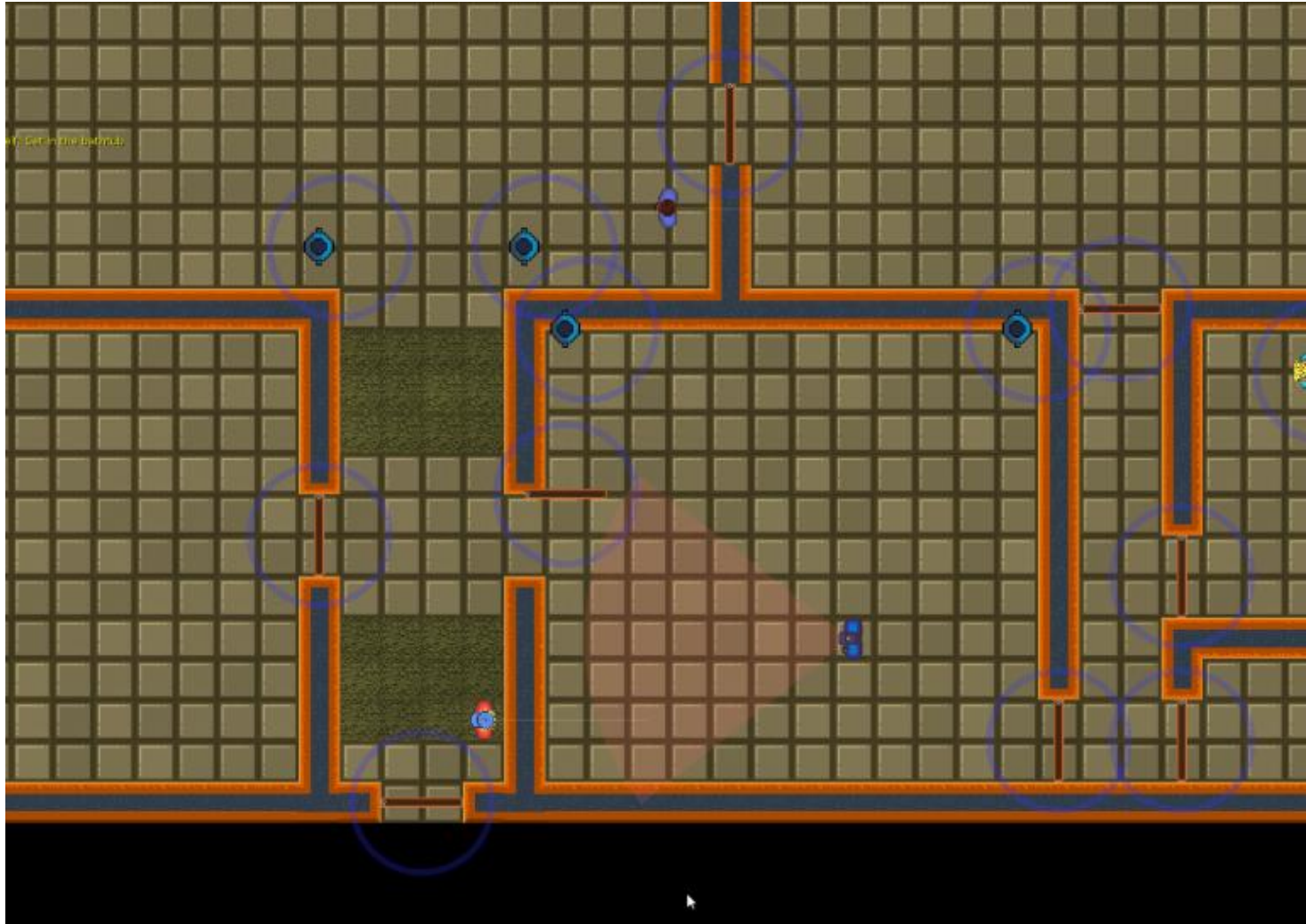
Nam Hoang Nguyen

GGJ 2015 - Spaze

▸ Spaze is a co-op maze game with Oculus Rift support

▸ Game engine: Unity

▸ Programming language: C#

▸ Demo: http://globalgamejam.org/2015/games/spaze

▸ My involvement:

  ▸ Networking

  ▸ Scripting

GGJ 2016 – Scavenger Hunt

GGJ 2016 – Scavenger Hunt

- Game engine: Löve
- Programming language: Lua
- Demo: http://globalgamejam.org/2016/games/scavenger-hunt
- My involement:
  - Scripting
  - Programming

Cave Adventure

Cave Adventure

- Game engine: GameMaker Studio
- Programming language: GML
- Github: https://github.com/Hongi92/CaveAdventure
- My involvement:
  - Level Design
  - Programming