JASON ANH-TIN NGUYEN

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EDUCATION

University of Washington   **GPA:** 3.71
Major: B.S Computer Science and Software Engineering | **Minor:** Informatics   Bothell, WA
Notable Coursework: Data Structures and Algorithms, Video Game Development, Android Development, Game Engine Development, Database and Data Modeling, Operating Systems, Management Principles

WORK EXPERIENCE

Game Designer and Programmer   **Seattle, WA**
Sleepy Bread Studios   March 2023 – August 2023
- Led the development of a captivating 2.5D game using C#, Visual Studio, and Unity, overseeing all aspects from concept ideation to coding and optimization
- Implemented a robust networking system with Unity Netcode to facilitate synchronized gameplay for 4 players
- Applied fundamentals of video game design to conceptualize and implement innovative gameplay features
- Achieved an 89.9% positive user review rating, highlighting the game's gameplay and engaging experience

Teaching Assistant   **Seattle/Bothell, WA**
University of Washington   March 2021 – June 2023
- Collaborated with teaching faculty to create an inclusive and supportive learning atmosphere for over 200+ students, aiming to promote active engagement and a positive educational experience
- Demonstrated exceptional communication and problem-solving skills by providing valuable guidance and clarification on complex topics covered in advanced programming coursework
- Improved student comprehension and engagement by 25% with clear guidance and interactive activities

PROJECTS

3D Crow Game| Godot, Blender, C#   September 2023 - Present
- Produced a single-player crow story game, driven by the dual purpose of crafting an engaging game and gaining hands-on experience with 3D game development
- Applied acquired skills to design and model intricate 3D objects to align with narrative and visual aesthetics
- Enhanced overall game development proficiency by 40%, highlighting the ability to manage 3D objects

Starchest Dungeon Video Game | C#, Unity, GitHub   September 2022 – December 2022
- Developed a Player vs. Environment (PVE) game application showcasing expertise in C#, Unity, and version control with GitHub
- Implemented and optimized animations, scene management, and Unity frameworks to create an engaging gaming experience
- Successfully delivered a comprehensive PVE game highlighting animations and frameworks for an immersive gaming experience for players

Genshin Impact Mobile Application | Kotlin, API   September 2021 – December 2021
- Designed and built a dynamic and user-friendly mobile application, with the specific goal of enhancing the user experience of Genshin Impact enthusiasts
- Utilized Kotlin and APIs to design and build a game guide containing valuable information regarding Genshin Impact's character builds, itemization, and team compositions
- Developed and delivered key Android components, including Activities, Fragments, RecyclerViews, and Intents

SKILLS

- Applications: Unity, Visual Studio Code, GitHub, Godot, Figma, R(R Markdown), Linux, Microsoft Office
- Programming Languages: Java, Python, C++, C#, HTML, CSS