

Quang Nguyen

Game Designer and Developer

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EDUCATION

Georgia Institute of Technology

GPA: TDB

- Bachelor of Science in Computer Media - concentrate in Intelligence and Game Design
- **Courses:** Data Structures and Algorithms, Computer Organization, Discrete Mathematics, Objects and Design, Intro to Artificial Intelligence, Intro to Perception & Robotics

June 2023 - Dec 2026

Atlanta, GA

Georgia State University

GPA: 4.0

- Bachelor of Science in Computer Science
- **Courses:** Linear Algebra, Multivariable Calculus

June 2022 - May 2023

Atlanta, GA

PROJECT EXPERIENCE

Lead Software Engineer | Club Project | NEAL Aerospace Club

- Implemented club website using React, HTML, Tailwind CSS, and Typescript
- Created a club app in order to store and retrieve data from test rockets engines.
- Designed and developed club app for system and variables control.

Jan 2025 - Present

Project Lead | Personal Project | *Infinity: Mythical Hunt*

- Led development of a 3D FPS RPG co-op game using GodotSteam and Steamworks P2P.
- Implemented a multiplayer system that supports up to 10 players in real time.
- Created 4 unique game AI behaviors through state machines and pathfinding.

June 2023 - Present

Programmer Lead | Group Project | *Kart: The Tech Filled Racing Game*

- Programmed a 3D racing game using GodotSteam and Steamworks P2P.
- Designed and developed a multiplayer system that supports up to 12 players in real time.
- Created 3 racing courses with obstacles and 3 racing cars each with unique abilities to ensure players engagements.

June 2022 - Present

Programmer and Designer Intern | *Customer Service App*

- Designed and implemented a customer service app for a customer services company.
- Ensured security measures with low critical vulnerabilities identified during the testing phase.

June 2023 - Aug 2023

Programmer | *What Yours is Mime*

- Developed 3 levels with different types of enemies in each level.
- Implemented 5 unique enemy attack patterns in a 2.5D bullet-hell game.

Jan 2023 - May 2023

Programmer | *Gastropoda*

- Designed and implemented 5 levels progressive difficulty in a 2D platformer game.
- Created 2 weapons, 3 unique items and 3 unique boosters to enhance gameplay dynamics.
- Developed jump, basic movements, and basic player-object interactions mechanics.

Aug 2022 - Dec 2022

WORK EXPERIENCE

Customer Service | *Pho Nam Atl, Atlanta, GA*

- Provided over 60 services daily.
- Managed cashier duties, storage supplies, handling transactions and resolving customer complaints.

June 2023 - Present

Camp Cabin Leader | *Lake Wenatchee YMCA, Leavenworth, WA*

- Took care of different groups of 6-8 campers every week through daily outdoor activities.
- Learn about leadership, teamwork and stress management

June 2024 - Aug 2024

Lifeguard | *United Pools, Peachtree City, GA*

- Supervised pool safety for 50+ swimmers per day, enforcing rules to maintain a safe environment.
- Performed water quality checks every 2 hours, ensuring compliance with health and safety regulations.

June 2022 - July 2022

SKILLS

Programming: C# | Java | Python | PHP | JavaScript | C | HTML | CSS | TypeScript | ReactJS

Concepts: Object-oriented Programming | Databases | Networking | Object-oriented Analysis and Design | Agile | SQL | NoSQL

Technologies: Firebase | PHPMyAdmin | MySQL | .NET | VSCode/VSSstudio | SonarQube | Github/GitLab/Git | Machine Learnings | LLMs | NodeJS