

# Quang Nguyen

Game/Software Designer and Developer

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## EDUCATION

### Georgia Institute of Technology

June 2023 - Dec 2026

GPA: TDB

Atlanta, GA

- 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, Game Design

### Georgia State University

June 2022 - May 2023

GPA: 4.0/4.0

Atlanta, GA

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

## PROJECT EXPERIENCE

### Project Lead

Mar 2025 - Present

Personal Project

Gamify Fitness App

- Led development of a gamify fitness app using HTML, CSS, Javascript, React, Node.js and Firebase.
- Implemented a conversion system to convert workout sessions information into points.

### Lead Software Engineer

Jan 2025 - Present

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.

### Project Lead

June 2023 - Present

Personal Project

InQnity: Mythical Hunt

- Designed and developed 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 finite state machines and pathfinding.

### Programmer Lead

June 2022 - Present

Group Project

Kart: The Tech 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.
- Learn how to store and retrieve files with config files.

### Project Lead

Jan 2025 - Feb 2025

Personal Project

Gamify Todo App

- Led development of a gamify todo app that has Artificial Intelligence integrated using Python and REST API.
- Created a simple system where the users can add, remove, edit, and finish selected tasks.
- Implemented Artificial Intelligence to help add, remove, edit and finish multiple tasks based on users requests.

### Project Lead and Programmer Lead

Sep 2024 - Dec 2024

Course Project

Stella In Space

- Designed and programmed a 2D platform game in Unity.
- Developed basic gameplay mechanics such as walking, jumping and running.
- Applied particle effects and animations to make the game more engaging and eye-catching.

### Programmer Lead and Designer

Sep 2024 - Dec 2024

Course Project

Tower Offense Game

- Designed a 2D strategy game in Unity.
- Programmed basic game mechanics such as enemy and troop spawning.
- Learn how to use interpolation to help smooth out sprite animations.

## Project Lead

Personal Project

Oct 2024 - Mar 2025

Gamify Saving App

- Led development of a gamify saving web app using HTML, CSS, JavaScript, React, Node.js and Firebase.
- Using REST API to connect to third parties such as Plaid, Teller.io, and Google Firebase.
- Successfully implemented a functional web app that can be used and connected to real life bank accounts.
- Created a market system in which the users can interact and trade.
- Implemented a blog posts system where the users can post, reply and interact to blogs.

## Programmer

Club Project

Jan 2023 - May 2023

What Yours Is Mime, PantherDev

- Developed 3 levels, each with different types of enemies and obstacles.
- Implemented 5 unique enemy attack patterns in a 2.5D bullet-hell game.
- Learn how to use SCM versions control tools to help keep track of project progress.

## Programmer

Club Project

Aug 2022 - Dec 2022

Gastropoda, PantherDev

- 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.

## WORK EXPERIENCE

### Customer Service

Pho Nam ATL

June 2023 - Present

Atlanta, GA

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

### Camp Cabin Leader

Lake Wenatchee YMCA

WA

June 2024 - Aug 2024

Leavenworth,

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

### Software Programmer and Designer Internship

Lush Nail Salon

June 2023 - Aug 2023

Peachtree City, GA

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

### Lifeguard

United Pools

June 2022 - July 2022

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.

## SKILLS

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

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

**Technologies:** Firebase | PHPMyAdmin | MySQL | .NET | VSCode/VSSstudio | SonarQube | Github/GitLab/Git | Machine Learnings  
| LLMs | NodeJS | REST API | | SQL | NoSQL