

## Quang Nguyen

Game/Software Designer and Developer

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### EDUCATION

#### Georgia Institute of Technology

June 2023 - Exp. Dec 2026

Atlanta, GA

- Bachelor of Science in **Computer Media** - concentrate in **Artificial Intelligence** and **Game Design**
- **Zell Miller Scholarship** Recipient
- **Courses:** Data Structures and Algorithms, Objects and Design, Artificial Intelligence and Machine Learning, Game Design

#### Georgia State University

June 2022 - May 2023

GPA: 4.0/4.0

Atlanta, GA

- Bachelor of Science in **Computer Science**
- **GSU President's List Fall 2022, Spring 2023** and **Zell Miller Scholarship** Recipient
- **Courses:** Multivariable Calculus

### WORK EXPERIENCE

#### Software Programmer and Designer Internship

June 2023 - Aug 2023

Lush Nail Salon

Peachtree City, GA

- **Designed and programmed** a customer service app using **C#**.
- **Implemented a system** with **multiple levels of accessibility and security** based on users clearance access.
- Able to **create a system** that **allows the app to be synchronized** on different devices **in real time**.
- **Ensured low critical vulnerabilities** during the testing phase.

### PROJECT EXPERIENCE

#### 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.

#### Programmer Lead

June 2022 - Present

Group Project

Kart: The Tech Racing Game, CTC

- **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 and Design

Oct 2024 - Mar 2025

Personal Project

Gamify Saving App

- **Designed and developed** a gamify saving web app using **HTML**, **CSS**, **JavaScript**, **ReactJS**, **NodeJS** and **Firebase**.
- **Using RESTful APIs** 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.

### SKILLS & CERTIFICATIONS

**Programming Languages:** C#, Java, Python, JavaScript, C, HTML, CSS, TypeScript

**Technologies:** ReactJS, Tailwind CSS, NodeJS, REST API, GitHub, GitLab, VSCode, Unity, Godot, Unreal Engine

**Concepts:** Object-oriented Programming, Object-oriented Analysis and Design. Networking, Agile, Machine Learning, Game Design

**Soft Skills:** Teamwork, Time Management, Critical Thinking, Leadership, Public Speaking

**Certifications:** JavaScript Algorithms and Data Structures