

# Khai Nguyen

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## Skills:

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- Languages: Java, C++, C#, HTML/CSS, some familiarity with JavaScript, SQL
- IDE: Eclipse, Visual Studio 2012
- Software: Microsoft Word, PowerPoint, Excel, Project, Adobe Illustrator
- Source Control: Mercurial, Git
- Operating Systems: Windows 7, 8; some familiarity with OS X, Ubuntu, iOS
- Debugging: some familiarity with Google Test Framework, Visual Studio

## Education:

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University of California, Irvine September 2011 – June 2015  
*Computer Game Science, Undergraduate*

- Deans Honor List (Spring 2013, Fall 2013, Spring 2014)

## Projects:

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Trailblazer September 2011 - June 2012  
*Level Designer*

- Documented level design process for each level to share design goals with other designers
- Created 10 levels using custom level editor
- Gathered feedback and implemented changes on levels
- Created instruction manual for final release

The Device September 2012 - Present  
*Level Designer*

- Collaborated with programmers and designers to implement features
- Assisted producer and lead designer in setting design direction

Slicense to Dye (available on Play Store) November 2013 - Present  
*Level Designer*

- Maintained game design document
- Documented level design goals and editor features for other designers
- Documented level editor and gameplay bugs on Trello for programmers

## Other Experience/Projects:

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Video Game Development Club – UCI March 2013 - Present  
*Game Design Mentor*

- Lead a workshop on using the Unreal game engine
- Assisted in design workshops hosted by other officers
- Planned and discussed workshops with other officers
- Helped maintain computers in game lab