

# Khai Nguyen

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kromis.github.io

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## Skills:

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- **Languages:** Java, C++, C#, HTML/CSS, some familiarity with JavaScript/jQuery, AJAX, SQL
- **IDE:** Eclipse, Visual Studio 2013
- **Software:** Microsoft Word, PowerPoint, Excel, Project, 3DS Max 2012, Adobe Illustrator
- **Game Engines:** Unity3D
- **Source Control:** Mercurial, Git
- **Operating Systems:** Windows 7, 8, Android, some familiarity with OS X, Ubuntu
- **Debugging:** Some familiarity with JUnit testing

## Projects:

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Goliath (UC Irvine Senior Capstone Project) November 2014 – March 2015

*Designer/Animator*

- Assisted art team with art direction and preparing art assets for animation
- Created majority of player animations in After Effects as the main animator
- Produced prototype in Unity that spearheaded level design and game direction

Slicense to Dye (available on Play Store)

November 2013 – June 2014

*Level Designer*

- Developed and maintained game design document and other documents with design rationale
- Documented level design goals/guidelines and editor features for other designers
- Documented level editor and gameplay bugs on Trello for programmers

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

## Other Experience/Projects:

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Video Game Development Club – UCI

March 2013 – March 2015

*Game Design Mentor*

- Lead a workshop on using Kismet and Matinee in UDK
- Assisted in design workshops hosted by other officers
- Helped maintain equipment in game lab

Global Game Jam 2015

January 2015

- Created a Hotline Miami clone with four other team members
- Designed levels as well as programmed gameplay elements (mainly AI) in Unity

## Education:

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University of California, Irvine

September 2011 – March 2015

*Computer Game Science, Undergraduate*

- Deans Honor List (Spring 2013, Fall 2013, Spring 2014, Fall 2015, Winter 2015)
- GPA: 3.29