khai.b.nguyen@gmail.com kromis.github.io 626-466-6951

Skills:

- Languages: Java, C++, C#, HTML/CSS, some familiarity with JavaScript/jQuery, AJAX, SQL
- IDE: Eclipse, Visual Studio 2012
- Software: Microsoft Word, PowerPoint, Excel, Project, some familiarity with Adobe Illustrator
- Game Engines: Unity3D, some familiarity with Unreal Engine 4
- Source Control: Mercurial, Git
- Operating Systems: Windows 7, 8, Android, some familiarity with OS X, Ubuntu
- Debugging: JUnit, some familiarity with black/white box testing

Projects:

Slicense to Dye (available on Play Store)

November 2013 – Present

Level Designer

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

The Device

September 2012 – June 2014

Level Designer

- Collaborated closely with programmers and designers to implement features and fix bugs
- Assisted producer and lead designer in setting design direction and creating levels

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:

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 equipment in game lab

Personal Website January 2015

- Built from scratch using HTML/CSS, Javascript, ¡Query, and Bootstrap 3
- Constructed low-fi wireframes with Adobe Illustrator

Education:

University of California, Irvine

Computer Game Science, Undergraduate

- Deans Honor List (Spring 2013, Fall 2013, Spring 2014)
- GPA: 3.132

September 2011 – March 2015