

# Khai Nguyen

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kromis.github.io

626-466-6951

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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 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, Windows Phone 8.1, some familiarity with OS X, Ubuntu, iOS

## 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)

## Projects:

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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/guidelines 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:

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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 equipment in game lab