

ANTHONY NGUYEN

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EDUCATION

University of California Santa Cruz, Santa Cruz, CA

2026

Bachelor of Science, Computer Science: Game Design

Dean's Honors List - Fall Quarter 2022, Spring Quarter 2023

Relevant Coursework: Data Structures and Algorithms, Assembly Language, Programming Abstractions, Discrete Mathematics, Game Systems, Video Game Design/Development,

PROFESSIONAL EXPERIENCE

UCSC Transportation and Parking Services, Santa Cruz, CA - SafeRide Driver

present

- **Facilitated over 2,500 safe and timely rides** for students and staff, averaging 50 rides per week, contributing to the university's commitment to accessible and reliable transportation.
- **Maintained a perfect safety record** with zero accidents or violations by strictly adhering to traffic laws, SafeRide protocols, and defensive driving practices.
- Contributed to team operations by **assisting in training new drivers** and sharing best practices for safety and service excellence.

UCSC Baskin Engineering, Santa Cruz, CA - Student Facilities Assistant

2023 – 2024

- Conducted a daily inspection and maintenance of campus facilities, ensuring **100%** compliance with safety and cleanliness standards.
- Responded to facility-related inquiries from student and staff, resolving **90%** of issues on the first contact.
- Collaborated with a team of four facilities staff, **streamlining workflows and increasing overall operational efficiency by 10%** through clear communication, task delegation, and teamwork.

Uniqlo, Emeryville, CA - Sales Associate

2023

- Assisted an **average of 50 customers** per shift, ensuring a seamless shopping experience and addressing inquiries effectively.
- Conducted daily inventory checks and managed restocking, **reducing stock discrepancies by 10%**
- Contributed to a monthly **sales increase of 20%** by upselling products and promoting in-store promotions

PROJECTS

DodgeBall

- It's a local multiplayer game where you and your friend each control either Player 1 or Player 2 on the same keyboard. The goal is to throw balls at each other, and the first player to score 3 points wins.
- It was created using JavaScript and Phaser 3, utilizing some free assets from itch.io.

House Tour Trailer

- I created a house touring trailer in Unity, using a camera configuration to move throughout the house. I also implemented special contraptions that trigger at specific times during the scene, showcasing special VFX like fire and a rigged door animation.
- It was created using Unity, utilizing free assets from the unity store.
- Managed to use timeline managers to trigger specific events, along with particle systems, to create a more game-like experience.

TECHNICAL EXPERTISE

Technical: Unity, Python, C, C++, C#, JavaScript, HTML, CSS, Microchip PICK it 3 UNO 32, GitHub, Phaser3, Twine, Photoshop, Illustrator, GDevelop, Deno, TypeScript

Language: English, Vietnamese