# ANTHONY NGUYEN

(510)-309-2160 • anguy410@ucsc.edu • github.com/Mapeggs • Linkedin/Ant • Portfolio

---

## 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*