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,

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PROFESSIONAL EXPERIENCE

Roblox Anime Defense RNG, Remote - *Playtester* **Jun.2025 - Present**
- *Collaborated within the Roblox console to identify and resolve gameplay issues, ensuring smoother player experiences.*
- *Submitted an average of **5+ detailed bug reports daily**, directly coordinating with the programming team to accelerate fixes and implement improvements.*
- *Contributed to the game reaching **50,000+ likes within two months of launch** and surpassing **2 million visits**, significantly boosting its visibility and community growth.*

Dominican Oaks Cafeteria, Santa Cruz, CA - *Server* **Aug.2025 - Present**
- *Communicated effectively with **50+ residents and staff daily**, ensuring positive dining experiences and maintaining clear lines of communication.*
- *Assisted with setup and service for special holiday events while managing **60+ food orders per day** with accuracy and efficiency.*
- *Collaborated with a team of **10+ staff** to provide food service for **100+ residents** within a **3-hour window**.*

UCSC Transportation and Parking Services, Santa Cruz, CA - *SafeRide Driver* **May. 2024 - 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.*

PERSONAL PROJECTS

DodgeBall
- *A **local multiplayer game** built with **JavaScript and Phaser 3**, where two players compete on the same keyboard. Each player controls either Player 1 or Player 2, aiming to hit their opponent with dodgeballs. The first to reach 3 points wins. Developed using free assets from itch.io, the game emphasizes fast-paced gameplay and simple, engaging mechanics.*

House Tour Trailer
- *A **cinematic house tour experience** created in **Unity**, designed to simulate a dynamic walkthrough. Using camera configurations and timeline managers, I implemented **scripted contraptions** that trigger at specific times, showcasing **visual effects such as fire and a rigged door animation**. By combining Unity's particle systems, timeline events, and free assets from the Unity Store, I crafted an immersive, game-like trailer experience.*

SKILLS

Technical: *Unity, Python, C, C++, C#, JavaScript, HTML, CSS, Microchip PICk it 3 UNO 32, GitHub, Phaser3, Twine, Photoshop, Illustrator, GDevelop, Deno, TypeScript, Blender, Roblox Developer Console.*

Language: *English, Vietnamese*