

# ANTHONY NGUYEN

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## EDUCATION

<b>University of California Santa Cruz</b> , Santa Cruz, CA	<b>2026</b>
<i>Bachelor of Science, Computer Science: Game Design</i>	
<i>Dean's Honors List - Fall Quarter 2022, Spring Quarter 2023</i>	
<i>Relevant Coursework: Data Structures and Algorithms, Assembly Language, Programming Abstractions, Discrete Mathematics, Game Systems, Video Game Design/Development,</i>	

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## PROFESSIONAL EXPERIENCE

<b>Roblox Anime Defense RNG</b> , Remote - <i>Playtester</i>	<b>Jun.2025 - Present</b>
- Collaborated within the Roblox console to identify and resolve gameplay issues, ensuring smoother player experiences.	
- Submitted an average of <b>5+ detailed bug reports daily</b> , directly coordinating with the programming team to accelerate fixes and implement improvements.	
- Contributed to the game reaching <b>50,000+ likes within two months of launch</b> and surpassing <b>2 million visits</b> , significantly boosting its visibility and community growth.	
<b>Dominican Oaks Cafeteria</b> , Santa Cruz, CA - <i>Server</i>	<b>Aug.2025 - Present</b>
- Communicated effectively with <b>50+ residents and staff daily</b> , ensuring positive dining experiences and maintaining clear lines of communication.	
- Assisted with setup and service for special holiday events while managing <b>60+ food orders per day</b> with accuracy and efficiency.	
- Collaborated with a team of <b>10+ staff</b> to provide food service for <b>100+ residents</b> within a <b>3-hour window</b> .	
<b>UCSC Transportation and Parking Services</b> , Santa Cruz, CA - <i>SafeRide Driver</i>	<b>May. 2024 - Sept.2025</b>
- Facilitated over <b>2,500 safe and timely rides</b> 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 <b>assisting in training new drivers</b> and sharing best practices for safety and service excellence.	

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## PERSONAL PROJECTS

### 3D Crawling Monster

- Designed and modeled a custom crawling monster inspired by the Kingdom Hearts series, starting with original concept art created in Photoshop. Built and rigged the full 3D model in Blender and animated a dynamic crawling cycle. Demonstrated strong iterative design skills by refining topology, materials, and movement to achieve a more polished, game-ready character.

### 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.

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## 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, Reaper.*

**Language:** *English, Vietnamese*