

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

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 - Sept.2025

- **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

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.

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