Joshua D. Nguyen

Software Developer | Unreal Engine/Unity Developer

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💼 Experience

2021-06 - present

Unreal Engine Game Programmer

Onessus Blockchain Systems LLC

• Plan and implement game functionality for the pre-alpha phase of the game for **HodlGod.**

• Implementation of DeFi technology and Blockchain within in-game currency.

• Implementation of some abilities using the Gameplay Ability System (GAS)

• Implementation of multi-player replication.

• Establish effective strategy and development pipeline and networking tools.

• Design, build and maintain efficient, reusable, and reliable code in C++ with UE4 (4.26 version)/UE5 engine❅

Site: https://onessus.com/
Game: https://hodlgod.com/

2021-04 - present

.NET Software Developer

Software Decisions Inc.

• Producing clean code using .NET languages (C#, VB .NET, SQL)

• Use day-to-day SQL query in SQL Server for RPA Automation.

• Responsible for projects and ticket-based production support.

• Designing interactive web applications and back-end services.

• Self-directed team player with the ability to work independently when appropriate.

• Develop various of documentations and notes throughout the software development life cycle (SDLC)

• Agile methodologies used to scale workflow and stand-up meetings

• Detail-oriented on revising, updating, refactoring and debugging codebase.

2021-02 - present

Unity Developer

KCI Media7

• Plan and implement game functionality for a startup company.

• Design, test, and deploy apps in the Android/iOS environment with AR toolsets like ARCore.

• Work with 3D building programs such as 3DS Maya/Max and Blender.

• Use Version Control applications like Git/GitHub/Perforce to publish projects in real-time.

• Transform design specification into functional games within the mobile development space.

• Collaborate with other team members that are Unity Game Developers and UX/UI designers.

• Establish effective strategy and development pipeline and networking tools.

• Design, build and maintain efficient, reusable, and reliable code in C#.

2020-02 - 2021-04

DevOps Support Analyst/Jr. Software Developer

Cornerstone Home Lending

• Work within Visual Studio 2019 IDE, C# (.NET 4.8), Git, and the source code repository for better quality and stability for production.

• Providing support and assistance for key Tools and Services used by Software Developers, Testers and Operations to drive cross-team efficiencies.

• Provide support to incident escalation queue.

• Manage initiative tasks assigned in Jira.

• Establish SQL query in Microsoft SQL Server Management Studio to update and delete records when needed in support tickets.

- Provide feedback and necessary support on the software development process from other team members.
- Perform configuration & nonfunctional changes from other non-technical team members.
- Plan and undertake scheduled maintenance activities (Quality of Life).
- Engage with an Agile/SCRUM methodology in the enterprise environment.
- Develop and manage CI/CD Pipelines in Microsoft's Azure DevOps in order to maintain Dev/Test/Production environment efficiently.

2018-10 - 2018-11

Web Developer Intern

Fruition Technology Labs

• Build a home page website using the latest web technology such as HTML5, CSS3, and JavaScript.

• Collaborate with other non-programmers and marketing team to get customers to attract to our website.

2017-09 - 2017-12

Software Developer Intern

White Code Labs

• Programming C# .NET Projects and Apps for clients' needed expectations

• Perform software testing in case of debugging and errors.

• Using the latest software tools such as Docker and Visual Studios 2017 to maintain containers to clients and compile unique software.

• Assist and self-reliant in performing tasks and learning new soft skills on the job.

Education

2019-12

University of Houston Victoria (Katy Campus), Bachelor of Science in Computer Science

Katy, Texas

• Graduated in the Fall of 2019 (December 14th 2019)

Skills

C++, C# ,.NET Development, Java, SQL, and Python (Application/Software Development)

Unreal Engine 4, Unity, 3D Max/Maya (Game Development and 3D Modeling)

Jekyll , JavaScript, HTML5, and CSS3 (Web Development)

Scrum, Agile Methodology, Communication, Jira, Confluence (Team Collaboration)

Portfolio

RPG Unreal Engine 4 Project: Provide players to

Arduino Unity Project: Educate users to learn the basics of Arduino in a short span of time with Unity3D.

• TEAM PROJECT: Credit for First person mechanism and Room scene(Physics, Tables, and player's movement)   ***https://www.twinb0rnsoft.com/Portfolio/***

Certificates

2021-01

AZ-900 Microsoft Azure Fundamentals

2021-04

Unity Certified Associate: Game Developer