



VIET ANH NGUYEN

GAME DESIGNER

CONTACT

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SOFTWARES

- Blender
- Unity
- Adobe Photoshop
- Adobe Animation
- Adobe Illustrator

SOFT SKILLS

- Teamwork
- Adaptability
- Attention to detail
- Problem-solving

LANGUAGE

- English
- Vietnamese

HARD SKILLS

- 3d models
- 2D art
- Animation
- Level Designing



PROFILE

A Junior Game Designer with a strong interest in core design principles, level design, and game play. Developed multiple prototypes during studies. A quick learner eager to support a senior design team and contribute to player-centric feature development.



PROJECTS

Dodge Pong game - 2024

Flying space shooter game - 2025

Info please - 2024

Link to all my projects: <https://vanhazard.itch.io/>



EDUCATION

Bachelor of Game Design

School of Design | RMIT University

GPA: 2.0/ 4.0

2023 - 2026