Vincent Nguyen

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Education

Drexel University
Bachelor of Science in Computer Science
Game Programming and Development Concentration

Philadelphia, PA
Anticipated Graduation: June 2021
Cumulative GPA: 3.52

Skills

Web Dev & Design	Game/Art Production	Programming	Miscellaneous
● HTML	● Unity (C#)	● Python	● Git
● CSS	● Photoshop, GIMP	● Java	● Linux (Gnome)
● JavaScript, JQuery	● Maya, Blender	● C, C++	● TLS/SSL
● SVG	● Illustrator	● ALGOL/NEWP	● Agile Scrum

Experience

Unisys Corporation
Malvern/Blue Bell, PA
Software Engineer (MCP Security) Co-op
Apr - Sept 2019
- Researched and implemented RFCs and internal design documents relating to Diffie-Hellman RSA ciphers and ECC hello extensions for TLS 1.2
- Tested CNSA compliance of implementations with FTP/SSL clients and servers

Unisys Corporation
Malvern, PA
Software Engineer (MCP Core) Co-op
Apr - Sept 2018
- Enhanced the dump analysis software of the MCP operating system by analyzing and displaying file and task attributes in a human readable format
- Adapted to the use of proprietary tools for patch management and peer review

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Projects

Cow-duction: The Milkening [area52p.com]
Philadelphia, PA
UI Designer & Programmer
Sept 2019 - Present
- Collaborate in a team of 7 to produce an immersive 3D game in Unity for the Voyager motion platform at Drexel University
- Prototype and present weekly iterations following an Agile scrum methodology

"Random" Game Hub [vncegd.github.io/random]
Paoli, PA
Website Designer & Game Developer
Aug 2018 - Aug 2019
- Develop four HTML/CSS/JavaScript games with minimalist, responsive design
- Host games on a Github page that acts as a hub and includes four random number generators themed around casino games

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Relevant Coursework

Data Structures
Mathematical Foundations of Computer Science
Systems Programming
Systems Architecture
Programming Language Concepts

Software Design
Software Engineering
Web and Mobile App Development
Computer Graphics Imagery I, II
Experimental Game Development

Honors and Awards

A.J. Drexel Scholarship, Drexel University; 2016 - Present
Dean's List, Drexel University; 2016-2017, 2019

Double Time Dash [vncegd.github.io/Double-Time-Dash]   Philadelphia, PA
Game Programmer   Jan - June 2019
- Collaborated in a team of 4 to produce a 3D platform-racing game in Unity
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Board & Shield [<wip>]   Philadelphia, PA
Game Programmer   Sept 2019 - Present
- Collaborate in a team of 12 members across 2 colleges to produce a 3D action/party game in Unity
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Dyschordia [vncegd.github.io/dyschordia]   Philadelphia, PA
Game Programmer & Concept Artist   Jan - June 2017
- Collaborated in a team of 4 to produce a 2D action-platformer game in Unity
- Organized tasks using a Gantt chart and waterfall methodology
- Presented prototype of game for Computing and Informatics Design