Tina Nguyen

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EDUCATION

San Francisco State University
BS in Computer Science (Graduated December 2019)
Minor in Japanese

TECHINCAL SKILLS

- ❖ Programming Languages
  - o C++, Java, HTML, CSS, JavaScript(Processing JS), C# (For Unity), HLSL Scripting(In Unity)
- ❖ Design Tools
  - o Unity 2017-2020, Blender, GitHub Desktop, Visual Studio 2017
- ❖ Other skills
  - o Linux, Git Bash, 2D/3D Animations, 3D modeling, Japanese (Conversational JLPT N3)

EXPERIENCE

OutBoxEDU – Unity Developer   (*March 2020 – June 2020*)

- ❖ Worked on Software Documentation, Unity WebGL builds, and UI Triggers.

MVCode - Unity Curriculum Designer and Coding Instructor   (*May 2018 - Present*)

- ❖ Designing lessons/courses for elementary students in Unity using C# scripting at MVCode. And tutoring students on programming games in JavaScript.

VRChat – Content Creator   (*December 2017 – Present*)
- ❖ Creating content made in Unity using VRChat's SDK and C# scripting
  - o Used various game programming common properties: Rigidbodies, 3D math, HLSL graphics programming, Triggers, Colliders, Particle Systems.

VRNihongo – Community Manager   (*June 2019 – Present*)
- ❖ Built a community on a discord server (1k+ people) based on learning Japanese in VRChat.
  - o Managed bans, events, channel logging, Patreon features.
  - o Created learning content via world creation in Unity3D

PROJECTS

Unity VR Fighter   (*Aug 2019 – Dec 2019*)
- ❖ A VR Fighting game made in Unity using C#, VFX Graph, Shader Graph, blender, HTC Vive, Oculus Rift, Valve Index and SteamVR for input.
  Game Name: **Mecha Fighter VR**
  Game Repo: https://github.com/669-Development-Team/Mecha-Fighter-VR

Unity3D FPS Multiplayer   (*Aug 2019 – Dec 2019*)

- ❖ Made in Unity using C# scripting, has networking with a working server and keyboard inputs for each player.
  Game Name: **Flooded Grounds**
  Game Repo: https://github.com/TheWonderingMage/CSC631-SP19-NewGame2
  Game Promo Video: https://www.youtube.com/watch?v=dCyIqnV03D4

Gator Saver (FrontEnd Developer)   (*Nov 2018 – Dec 2018)*
- ❖ Worked on a commerce website (like Ebay). Made with HTML/CSS/JS/Python for Front End, SQL Lite for Back End.

  Website Name: **Gator Saver**
  Project Repo: https://github.com/CSC-648-SFSU/csc648-fa18-Team09
  Project Documentation: https://drive.google.com/open?id=17ka11T1PskxnqOB3E5tJLTQQ1hbEhAnU

Post Processing Roll a Ball
- ❖ Created a Roll a Ball game demo but maximizing the usage of Post Processing for Visuals.
  Project Repo: https://github.com/YukimuraKyoko/Epic-Roll-a-Ball