Tina Nguyen

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Projects Portfolio: https://yukimurakyoko.github.io/

SUMMARY

Game Developer and Software Developer since 2019. Seeking a full-time job in Software Development or Game Development.

TECHNICAL SKILLS

Languages
- Proficient in: C#(For Unity3D), JavaScript, HTML, CSS, Git

- Familiar with: C++, Java, GLSL/HLSL Shader scripting

Software
- Games: Unity3D, Unreal Engine 4, P5.JS, WebGL, VR

- Database: SQL, Python(Flask)

- Web: React, NodeJS

Other
- Blender3D, Photoshop, Japanese(JLPT N3), UI Design

EXPERIENCE

VR Unity Developer   June 2021 – Jan 2022

XPR Labs – "Xperience" (The Multiplayer Social VR Platform)
- Designed Nameplates and UI Blueprint: Tina's XPR Blueprint(Open with Diagrams.net)

- Various bug fixing, debugging, and adding features in C#.

- Implemented Pickups System (pickup and throwing physics, raycasting on each VR hand controller, hovering outline system, gravity pull flicking system.

- Designed and Implemented UI Video player (Functional Buttons, timestamp, video lists, playing .mp4 links onto the VR platform.

Coding Instructor/Curriculum Designer   May 2018 - Present

MVCode/CodeWithUs
- Designed lessons/courses for students to learn and code with Unity using C# or HTML games using JavaScript.

- Remote teaching and tutoring students online on their coding projects.

Community Manager   June 2019 – 2021

VR Nihongo
- Built a Japanese language learning community from scratch (now has about 2k people) in VRChat.

- Managed bans, events, channel logging, Patreon features.

- 3D Modeled and programmed content for language learners: Flash card quiz system, storing data in scripts, and combined all into a single shareable prefab.

Content Creator (3D Modeler, Programmer)   Dec 2017 – 2021

VRChat
- Created content made in Unity3D using VRChat's SDK and C#/U# scripting.

- Made various worlds in 3D using Blender and Unity, used HLSL programming to experiment with shader language and vector math.

Unity Developer   Feb 2020 – April 2020

Projekt Melody

- Created tools for producer to create visuals for streamer broadcasting.

- Made Unity Editor tools to adjust animations for the performer's Twitch streams.

Unity 2D Developer   Jan 2021 – March 2021

BrunchFace (Now BobaFace in 2022)

- Bug fixes on UI and gameplay

- UI Design, and 2D math grid calculations

EDUCATION

San Francisco State University   2016-2019

San Francisco, CA

- BS in Computer Science

- Minor in Japanese

Expression Digital Arts College   2013-2014

Emeryville, CA

- Classes on Film Creation, Animations & 3D Modeling