

DUONG DUC NGUYEN

Game Developer



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About Me

I am a third-year student majoring in Computer Games Design and Programming at BUV. My hobbies is to playing games and making them.

Skills

Hard Skills:

- Proficient in Unity scripting with C#
- Proficient in styling GUI with Unity
- Writing Game Design Documents
- Design Game Systems and Mechanics
- Analyze Game Systems and Gameplay
- Good at English (7.0 IELTS)

Soft Skills:

- Can communicate well with coworkers
- Can explain ideas clearly in both oral and written form
- Can learn quickly
- Can solve problems independently
- Can work well in a group
- Have professional attitude for work

Education

BSC (Hons) COMPUTER GAMES DESIGN AND PROGRAMMING
British University Vietnam
10/2020 - Present

Work Experience

Intern Game Designer: *Zitga Studio (01/08/2022 - 17/09/2022)*

- Testing and analyzing different games:
 - Testing games and writing down what I liked, disliked about the games and why.
 - Game suggestions on how I would like to improve the games.
 - Design new mechanics to improve the games.
- Working in a team to design a new squad RPG game:
 - Planned high concept for the game.
 - Design core game loop.
 - Design game system.
 - Design game features and mechanics.

Intern Game Designer: *Gameloft (1 week intern)*

- Testing and analyze different games:
 - Testing games and writing down what I liked, disliked about the games and why.
- Designing a new game

Achievements

Overall winner of BUV Gamejam 2022 (05/2022 - 05/2022)

- Worked as main programmer and main game designer in a 4 members team to make a game in 44 hours.