



DUONG DUC NGUYEN

GAME DEVELOPER

ABOUT MYSELF

I am a new graduate student. I love playing games and then analyze the mechanics and features in those game. I want to know what make those games enjoyable and learn from them. I can learn things quickly as well as work with pressure.

More information about my projects can be found in the portfolio (link in the contact section).

EDUCATION

BSc (Hons) Computer Games Design and Programming

British University Vietnam (10/2020 - 09/2023)

WORK EXPERIENCE

Intern Game Designer: Zitga Studio

- Testing and analyzing different games.
- Working in a team to design a new squad RPG game:
 - Planning high concept for the game
 - Design core game loop
 - Design game system
 - Design game features and mechanics

Intern Game Designer: Gameloft

- Testing and analyzing different games
- Design a new game based on a provided theme
 - Create a Game Design Document and .a presentation for it.

ACHIEVEMENT

Overall winner of BUU Gamejam 2022

- Worked as one of main programmers and main game designer in a 4 members team to make a game in 44 hours.
 - Programming the player's movement, combat mechanics and behaviors for interactable objects.
 - Designing gameplay loop, combat mechanics and enemies' behaviors.

CONTACT



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<https://zrider147.github.io/portfolio/>

SKILLS

- Proficient in Unity scripting with C#
- Have experiences in making Game Design Documents
- Good at using Excel and Words
- Can presentation well in both verbal & written form
- Can work well both in a group and independently
- Have professional attitude for work

LANGUAGE

- Vietnamese
- English (7.0 IELTS)