



DUONG DUC NGUYEN

GAME DEVELOPER

ABOUT MYSELF

I am a third-year student majoring in Computer Games Design and Programming at BUV. My hobbies is to playing games and making them. You can find more information of myself and my project in my portfolio (the link is provided in the "My Contact" section).

SKILLS

Hard Skills

- Proficient in Unity scripting with C#
- Proficient in using Unity engine
- Have experiences in writing Game Design documents.
- Have experiences in designing Game System and Mechanics
- Good at English (7.0 IELTS)

Soft Skills

- Can communicate well with coworkers
- Can work well in a group
- Can learn quickly
- Have professional attitude for work

EXPERIENCE

INTERN GAME DESIGNER

Zitga Studio

- Testing and analyzing different 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.

Gameloft

- Testing and analyze different games
- Designing a new game

EDUCATION

BSC (Hons) COMPUTER GAMES DESIGN AND PROGRAMMING

British University Vietnam

10/2020 - Present

ACHIEVEMENTS

Overall winner of BUV Gamejam 2022

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

MY CONTACT



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