

# ANA VY NGUYEN



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## Education

B.S. Computer Game Science  
UC Irvine 2016-2020

## Skills

- ◇ Game design
- ◇ Storyboarding
- ◇ Concept art
- ◇ 2D animation
- ◇ 3D modeling

## Software

Blender	★★★★☆
Procreate	★★★★★
Unity	★★★★☆
Visual Studio	★★★★☆
Axure RP	★★★☆☆

## Programming

C++	★★★★☆
Python	★★★★★
HTML	★★★★☆
CSS	★★★☆☆

Enthusiastic recent graduate experienced in managing cross-functional teams during high stress situations. Looking to gain experience in the game industry and willing to put in as much time as necessary to create a quality product. Skilled in communication, teamwork, and customer service.

## Project Experience

### Do or Die

A twin stick shooter where the player acts as a D20 dice and tilts the table to roll around.

- ◇ Led UI testing and assisted with playtesting
- ◇ Created all 2D and 3D art assets, including enemy sprites, 3D models, and particle effects

### My Hero, Chicken Boy!

The first game I made entirely alone! Walk around in a small farm, and try to figure out how to escape with your chicken family.

- ◇ Created all 3D assets and animations
- ◇ Sketched concept art for all environments and characters
- ◇ Coded basic character and event controllers in Unity

## Previous Jobs

### Lead Counselor

Connected Camps April 2020 - present

- ◇ Taught classes through Minecraft to kids ages 8-13, topics ranging from game design, animation, and engineering
- ◇ Created new curriculum with engaging activities for new topics
- ◇ Provided on-call tech support for students and other counselors

### Xtreme Skyflier Ride Attendant

California's Great America June - September 2019

- ◇ Harnessed guests into flight suits and bungee cords while guiding them through the ride's procedure for over 50 hours a week
- ◇ Assisted in the operation of rides outside my domain, continuing the park's record of having no accidents or injuries