William Nguyen

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EDUCATION

University of California, Irvine (3.88 GPA) *Expected Graduation: June 2022*
Double major: B.S. in Computer Science and Computer Game Science

TECHNICAL SKILLS

Languages: C/C++, C#, HTML/CSS, JavaScript, Lua, Python
Frameworks/Tools: SQLite, React.js
Software: Unity, GitHub, Visual Studio, VS Code
Systems: Windows (10,7), Linux (BASH)

PROJECTS

Colormancy - *https://github.com/mandarker/Colormancy* *June 2021*
A Multiplayer cooperative spell-painting game created with Unity.

- Designed enemy AIs and the AI spawning system.
- Incorporated Photon API framework to convert single player gameplay into networked gameplay.
- Regularly met with teammates to present development progress and discuss weekly design goals.
- **Libraries/tools used:** Unity, Photon, Visual Studio, Git

DiscordActivityBot - *https://github.com/captnw/DiscordActivityBot* *October 2020*
Discord Bot to track and notify user of their activities and the server's activity.

- Deployed a Discord bot that scraped users' online activities in a server
- Persisted data (hash PII) to SQLite DB which allowed the bot to store the online user activities and calculate a Discord server's online activity
- Implemented a feature that would allow the Bot to produce and display a graph from the user's data
- **Libraries/tools used:** Discord.py, Matplotlib, SQLite, APScheduler, pytz, asyncio.io, VS Code, Git

JohnJumper - *https://github.com/captnw/JohnJumper* *September 2020*
Infinite vertical scroller game produced with Unity.

- Created an "infinite runner"-like game with random obstacle generation
- Reviewed and iteratively developed the game through multiple play sessions
- Utilized TDD to design game and add new features incrementally
- **Libraries/tools used:** Unity, Visual Studio, Git

Money for a payphone - *https://github.com/captnw/project_display*
A walking, talking adventure game made in python. *June 2019*

- Analyzed and applied different python software libraries to develop and export the 2D adventure game
- Applied OOP to streamline development of game and addition of content
- Designed story, dialog tree, and illustrated artwork for the game
- **Libraries/tools used:** pygame, pyinstaller, VS Code, Git

ACTIVITIES

Video Game Development Club

Programmer/Developer | Irvine, CA October 2019 – June 2020

- Worked on game projects in groups of 3-5 people over a period of 7-9 weeks every quarter
- Collaborated with fellow aspiring game developers via Git software