

William Nguyen

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EDUCATION

University of California, Irvine
B.S. in Computer Game Science
B.S. in Computer Science
GPA: 3.917

Degree expected June 2022

TECHNICAL SKILLS

Programming Languages: C, C++, C#, HTML, CSS, JavaScript, Lua, Python

Operating Systems: Windows (10,7), Linux (BASH)

Software: Unity, Git

PROJECTS

Schedule_Bot_9000

August 2020

- Deployed a Discord bot that scraped users' online activities in a server utilizing the Discord.py framework
- Devised and refined a basic database which allowed the bot to store the online user activities and calculate a Discord server's online activity over a period of a week
- Implemented a feature that would allow the Bot to produce a graph from the user's data with the Matplotlib python library

Money for a payphone

June 2019

- Analyzed and applied different python software libraries (Pygame, Pywin32-ctypes) in order to develop and export the 2D adventure game
- Applied OOP in order to streamline development of game and addition of content
- Designed story, dialog tree, and illustrated artwork for the game

Escape the simple dungeon - a text adventure game

June 2018

- Observed other text adventure games and examined their best practices
- Utilized two-dimensional arrays to create a working inventory system in the game and to display a visible map of the dungeon

ACTIVITIES

Video Game Development Club

October 2019 - Present

- Worked on game projects in groups of 4-5 people over a period of 7 weeks
- Collaborated with fellow aspiring game developers via GitHub and version control
- Utilized C# and Unity game engine to produce 2D games