

William Ngoc Nguyen

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EDUCATION

University of California, Irvine
B.S. in Computer Game Science
B.S. in Computer Science
GPA: 3.88

Degree expected June 2022

TECHNICAL SKILLS

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

Frameworks: SQLite, React

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

Software: Unity, GitHub

PROJECTS

DiscordActivityBot

- Libraries/tools used: Discord.py, Matplotlib, SQLite, APScheduler, pytz, Visual Studio Code, Git
- 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 and display a graph from the user's data with the Matplotlib python library

JohnJumper

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

Money for a payphone

- Libraries/tools used: pygame, pyinstaller, Visual Studio Code, Git
- Analyzed and applied different python software libraries 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

ACTIVITIES

Video Game Development Club

- Worked on game projects in groups of 3-5 people over a period of 7 weeks
- Collaborated with fellow aspiring game developers via Git software
- Utilized C# and the Unity game engine to produce miscellaneous games