

# William Nguyen

(714) 406-8131

williann@uci.edu | <https://captnw.github.io/>

---

## EDUCATION

University of California, Irvine  
B.S. in Computer Game Science  
GPA: 3.956  
Dean's Honor List, 3 quarters

Degree expected June 2022

## TECHNICAL SKILLS

**Programming Languages:** Lua, Python

**Operating Systems:** Windows (10,7)

## PROJECTS

### Money for a payphone

Programmer/developer

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
- Created story, designed a dialog tree, and illustrated artwork for the game

### Escape the simple dungeon - a text adventure game

Programmer/developer

May-June 2018

- Researched other text adventure games and examined their best practices in order to program my first game
- Utilized 2D arrays and functions to create a working inventory system in the game and to display a visible map of the dungeon

## ACTIVITIES

### Joni's Angels

Member | Fountain Valley High School

June 2016 - June 2018

- Volunteered in the pediatrics unit at the Fountain Valley Regional Hospital
- Entertained patients, maintained sanitary conditions in the playroom, assisted nurses with certain tasks
- Coached other club members who are new to the volunteering role