

William Nguyen

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EDUCATION

University of California, Irvine
B.S. in Computer Game Science
B.S. in Computer Science
GPA: 3.921
Dean's Honor List, 4 quarters

Degree expected June 2022

TECHNICAL SKILLS

Programming Languages: Lua, Python

Operating Systems: Windows (10,7)

PROJECTS

Money for a payphone

Programmer/Developer | Personal

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

Programmer/Developer | Personal

May-June 2018

- Observed other text adventure games and examined their best practices in order to program my first game
- 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

Member | UCI

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

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, troubleshooted problems with hospital TV carts and game consoles, assisted nurses with various tasks
- Coached other club members who were new to the volunteering role