Terry Nguyen

terry@terrehbyte.com • 1-206-588-5652

terrehbyte.com • github.com/terrehbyte • linkedin.com/in/terrehbyte

Objective

I am currently looking to join a game development team to learn about planning, maintaining, and extending release-quality codebases. Tools development is also something that I would like to explore further.

Skills

Programming Languages
- C++
- C#
- Python

Game Engines
- Unity3D
- Source
- Unreal Engine 4

Tools
- Version Control - Git and Subversion
- Project Management - Trello and Github
- Continuous Integration - AppVeyor for .NET

Libraries and Frameworks
- OpenGL
- MonoGame & Microsoft XNA
- GTest C++ Unit Testing Framework
- Windows Presentation Foundation (WPF)
- Daikon Forge GUI

Game Design
- Game Prototype Development
- Game Concept Document (GCD)
- Game Design Document (GDD)

Experience

Vordisk - Lead Programmer - *(Dec. 2013 - Present)*
- Developing in Unity3D, Unreal Engine 4
- Prototype Creation
- P2P and Authoritative Networking Logic

Litesprite - Programming Intern - *(March 2014 - Present)*
- Developing in Unity3D
- Game UI Design and Logic
- Using Git as DCVS

Sprite Packer - Solo Project - *(May 2014)*
- Developed with WPF, .NET
- Windows UI Design and Logic
- Utilized MVVM design pattern

ZombieRoids - Programmer - *(May 2014 - June 2014)*
- Developed with MonoGame
- Prototype Creation
- Composed GCD and GDD

Education

Academy of Interactive Entertainment *(2013 - expected 2015)* - Seattle, WA
- Advanced Diploma in Professional Game Development
- Game Programming, Design, and Tools Development
- Project Management

Skills Center (High School) , Academy of Interactive Entertainment *(2013 - 2014)* - Seattle, WA
- C++, C# Programming with Unity and XNA
- 2D Animation with ToonBoom Studio
- 3D Animation and Modeling with Autodesk Maya

The Center School *(2009 - 2014)* - Seattle, WA
- High School Diploma