

Levente Nagy

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Experience

Project Manager

2018 – Current

The Beamer | National Science Foundation

- Led the transition to an **Agile** based project management methodology, ensuring that deliverables were finished on time resulting in a **300% increase** in task completion.
- Managed and trained a rotating team of five interns, training them in **Unity** and **C#** best practices and guiding them to produce quality deliverables that exceed expectations.
- Collaborated with educators and external stakeholders to identify and implement new features that align with educational goals without sacrificing gameplay.
- Presented the game to over **1,000** students from Washington, DC Metro area schools during the 2019 ED Games Expo, leveraging in-depth product knowledge to answer questions and increase interest in the game.

Game Programmer & Lead Web Designer

2017 – 2018

The Beamer | National Science Foundation

- Built a custom Wordpress website based on Bootstrap framework, using **PHP**, **CSS3**, and **HTML5** to create a final site that loads times **34x faster** than the original.
- Designed, wrote and optimized a tooltip system in **C#** that taught players both basic controls and more complex interactions between the games unique mechanics.
- Conducted rigorous playtests of the game in order to collect valuable feedback from participants, translating insights into gameplay improvements.

Lead Game Developer

2018

Texas A&M University | Psychological research project

- Produced a Unity game in C# that **automatically** gathered and uploaded specific game metrics to an online Google Sheets spreadsheet, enabling researchers instant access to the dataset and live updating graphs.
- Designed, built, tested, and delivered the prototype **before the 40-day deadline**.

Lead Game Developer

2018

Optimal Learning Alliances | Research Project in Unity

- Created an **Android app** prototype based on educational workbooks for grade-schoolers to secure funding.
- Delivered programming and design recommendations to stakeholders with a non-technical background to **reduce project budget** and **scope**.

Education

University of Connecticut | Bachelor of Arts in Game Design

2016

Skills

Expert	Adobe Photoshop After Effects Wordpress HTML CSS
Advanced	Blender Cinema 4D Fusion 360 PHP Microsoft Office (Word, Excel, PowerPoint, Publisher)
Intermediate	JavaScript jQuery Python
Languages	English Hungarian
Certifications	CSM - <i>Certified ScrumMaster</i> PSM - <i>Professional Scrum Master</i> (In progress)
Keywords	Project Management Game Design Virtual Reality Web Design Coding Video Editing Prototyping Graphic Design Process Improvements Digital Photography Bootstrap