

Levente Nagy

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Experience

Project Manager

2018 – 2020

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	Unity Adobe Photoshop After Effects Wordpress HTML CSS
Advanced	C# Blender Cinema 4D Fusion 360 PHP Microsoft Office (Word, Excel, PowerPoint, Publisher)
Intermediate	JavaScript jQuery Python Jira
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