

PHIL NGUYEN

Game Coder/Programmer

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EDUCATION

Bachelor of Applied Science

Digital Animation & Game Design

Ferris State University

Big Rapids, MI

May 2023

- **Applied Digital Simulations**

- Learned concepts such as matrices, polygonal collision detection and created tools for students to understand coding better.

- **Advanced Modeling & Animation**

- Learned advance modeling and texturing principles such as tile textures, rigid body modeling, and baking.

SOFTWARE

- **Unreal** - 3 years
- **Unity** – 2 years
- **3DsMax** – 2 years
- **Processing** – 2 years
- **Blender** - 2 years

WORK EXPERIENCE

Student Tutor

Fall 2022

DAGD 155 – Intro to coding

- Help student better understand the concepts that are being applied in coding projects.
- Provide student aid by debugging their projects when they are stuck on a bug.
- Assist the professor in the class when asked.

General Programmer

January 2023

Global Game Jam 2023 – Rooting4U

- Programmed the attacks for the player to use. The attack includes the thorn attack, bullet attack, whip attack, drain attack, and grenade attack.
- UI programming with identify which plant has what abilities and cooldowns.

General Programmer

Fall 2022 – Spring 2023

Black Ice Ascension

- In charge of the enemy AI the player fights against. This includes how they move and how they react to a player's action (when the see them and when they are being attacked).
- UI programming in making the player's HUD functional.
- Programmed a Save and load feature.

General Programmer

Spring 2023

Project Erebus

- Responsible for completing tasks assigned by programming lead.
- Programmed the coin system, health system, shop/merchant system.
- Assisted with enemy AI and player HUD programming.