PHIL NGUYEN

Video Game 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**
  - o Learned concepts such as matrices, polygonal collision detection and created tools for students to understand coding better.
- **Advanced Modeling & Animation**
  - o Learned advance modeling and texturing principles such as tile textures, rigid body modeling, and baking.

SOFTWARE

- **Unreal Engine 4/5 (Blueprints Scripting)** – 3 years
- **Unity (C#)** – 2 years
- **3DsMax (3D Modeling, Rendering)** – 2 years
- **Processing (Java)** – 2 years
- **Blender** (**3D Modeling, Rendering)** – 2 years
- **GitHub** – 1 year

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 (plant identity with its abilities and cooldowns)

General Programmer   Fall 2022 – Spring 2023

Black Ice Ascension

- Responsible for Enemy AI behavior and animations implementation (animation trees).
- Player character weapon animations implementation (animation trees).
- UI programming in making the player's HUD functional.
- Programmed the save and load feature.

General / Game Mechanics Programmer   Spring 2023

Twilight Cartographer

- Responsible for completing tasks assigned by programming lead.
- Programmed the coin system, health system, mana system, shop/merchant system, upgrade system.
- Responsible for library puzzle section (layout and coding).
- Programmed Enemy AI behavior.
- Player HUD programming (health and stamina).
- Animations implementation for player character, npc, enemy character, and boss character.