

Jeremy Nguyen

= game designer

Designer & developer for all things games, AR, and fantasy novel enthusiast. Self-initiated, competitive, and passionate.

Game Projects

Boba Blast (2021)

Casual Indie Action Shooter

Role: Designer, Developer | Software: Figma, Unity | Platform: PC

Designed and documented the game mechanics for a bubble tea inspired casual indie shooter. Implemented game features such as local networking, menu functions, and core gameplay mechanics. Designed level white box and overall art style.

Super Star Cadets (2020)

AR Puzzle Board Game

Role: Developer | Software: Unity | Platform: iOS, Android

Developed a companion Augmented Reality (AR) app for a puzzle-based narrative. Added AR image tracking on mailing items and implemented an event system; handling timer-based mechanics and AR triggers. Added UI scalability and a save/load system. Published the app to the App Store and Google Play that saw over 200 downloads.

Work Experience

Dec 2020 - May 2021

Student Researcher (Game Design)



George Brown College Waterfront Campus

Designed the interface and user experience for a life simulation game of George Brown College's campus. Documented and maintained design documents, bug reports, and game spreadsheets. Implemented the game menu UIs in Unreal Engine 4.

Jun 2019 - Aug 2020

AR Unity Developer



Patio Interactive Inc. Digital agency in Toronto, ON

Researched and developed solutions using Augmented Reality technology. Implemented AR applications, user experiences, and web design for client and internal projects. Organized and documented company Unity projects and development workflows.

jkvnnguyen@hotmail.com

+416 357 8961

Brampton, ON

🏠 **Portfolio** jkvnnguyen.github.io

🔗 **GitHub** [jkvnnguyen](https://github.com/jkvnnguyen)

Education

George Brown College

Game Design

Graduate Certificate

2020-Present

York University

Digital Media

Honours Bachelor of Arts

2014-2018

Skills

Software

Unity, Unreal Engine 4, Maya

Programming

C#, Java, HTML, CSS, JavaScript, PHP

Design

Figma, InVision, Sketch, Photoshop, Miro

Additional

GitHub, MS Office Suite, JIRA, Trello, user research, user testing

Hobbies

Reading, basketball, and cooking