Jeremy Nguyen

UI Programmer

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Work Experience

UI Programmer / Unreal Developer

Lofty Sky Entertainment Inc.
Mar 2022 - Aug 2022, Oct 2023 - Present

Hope in the City

- Implemented functioning UI elements for game menus, inventory, and events.
- Added animations to unlockable events, applying filter masks for smooth transitions.
- Assured UX flow and player usability performed smoothly to accompany the game's onboarding processes and game mechanics.

VerseVR

- Shipped game to platforms on Epic, Steam, and Meta.
- Designed and implemented game UX flow and onboarding process.
- Implemented game menus functions, loading screen, and save/progress system.
- Added spatial sound, level volume boxes, and game actors to interact with players

Sky of Tides

- Updated and added game UI elements for game menus, character screens, and events throughout the game. Incorporated sprite animations to menu and game events.
- Collaborated with the creative team to feature improved user feedback and consistent design choices. Documented and organized the team GDD and CMS.
- Implemented a system to notify players of newly found items.
- Playtested and debugged in-game inconsistencies, bugs, and functions.

Education

George Brown College
Game Design
Graduate Certificate
2020-2021

York University
Digital Media
Honours Bachelor of Arts
2014-2018

Skills

Software
Unity, Unreal Engine 5

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

Design
Figma, InVision, Sketch, Photoshop, Miro

Additional
GitHub, Fork, MS Office Suite, JIRA, Trello

Hobbies

Reading, basketball, and cooking