

Jeremy Nguyen

= technical game designer

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

Game Projects

Sky of Tides (2022)

3D Narrative Game

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

Updated and added game UI elements for game menus, character screens, and events throughout the game. Implemented a system to notify players of newly found unlockables. Play tested and debugged in-game inconsistencies, bugs, and functions.

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 audio events 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

Mar 2022 - Present

UX Technical Designer



Lofty Sky Entertainment Toronto, ON

Implemented the UI/UX for the narrative game *Sky of Tides*. Collaborated with the creative team to design and feature improved user feedback and design choices. Documented and organized the team's game design document and content management system.

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.

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🏠 **Portfolio** jkvnguyen.github.io

🔗 **GitHub** jkvnguyen

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 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