# Jeremy Nguyen

# = game designer

Designer & developer for all things games, XR, 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.

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♠ Portfolio jkvnguyen.github.io

O GitHub jkvnguyen

## **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