JEREMY NGUYEN

jkvnguyen.github.io   in / jkvnguyen   ○ / jkvnguyen

76 Festoon Place
Brampton, ON L6T 4R5

416-357-8961

jkvnguyen@hotmail.com

WORK EXPERIENCE

AR UNITY DEVELOPER   Jun 2019 - Present
Patio Interactive Inc.

- Researching and developing solutions, using **Augmented Reality** (AR) technology, to demonstrate practical applications to clients and investors that increased company revenue.
- Maintaining and performing quality assurance on company **Unity** projects; ensuring that applications are device compatible, efficient, and up to date. Documented all project workflows and provided sufficient detail on development processes.
- Implementing web designs, using **front-end web development**, onto internal and client **Wordpress** websites that enhanced the overall usability and appeal.
- Collaborated on a client project to develop and publish *Super Star Cadets*, an AR companion app – built as part of the narrative to the puzzle game, *The Disappearance of Cadet Turner*, for **iOS** and **Android** – that saw over 200 downloads on both the App Store and Google Play.
- Designed **user experiences** aimed at educating consumers on the purchase and consumption of cannabis products, and assisting trainees with hands-on training using AR.

UI/UX DESIGNER   Oct 2018 – Mar 2019
NexTech AR Solutions

- Researched and applied AR technology to design the **interface** and **user experience** for social media, e-commerce, and e-learning platforms that enhanced usability for first time users in AR.
- Built **prototypes** and **wireframes** of **face-tracking** and **Web AR** technology for e-commerce products that contributed to the company's 400% revenue increase in 2019.
- Designed the user experience for *nextechar.com* and maintained content and quality that improved website usability.
- Implemented a sample e-commerce store in **WordPress** to feature AR products. Adjusted colour, shading, and proportions of **3D models** in Unity and uploaded them onto the company e-commerce store to be showcased to investors.
- Collaborated on the development of **design goals** by participating in team meetings and utilizing **JIRA** to ensure that products are effective, simple, and satisfying to use.

EDUCATION

DIGITAL MEDIA

York University, Toronto, Ontario   Sep 2014 - Jun 2018

Honours Bachelor of Arts
Specialist in Digital Media Development
Lassonde School of Engineering

PORTFOLIO HIGHLIGHTS

SUPER STAR CADETS
Development on AR Puzzle Game | Software: Unity | Language: C# | Platform: iOS / Android

- Implemented a companion AR app to the narrative *The Disappearance of Cadet Turner* that allowed users to scan over objects to unlock hidden AR interactions. Used Unity framework Vuforia for scanning objects.
- Built an audio maze minigame that handle events for a virtual cassette player where playing certain timed sequences on the cassette returned an audio clue used to solve the game.
- Developed a menu used for basic navigation between scanning objects, using the cassette player, player help, and a reset function that allowed users to reset the game for replayability.
- Scaled and added UI elements, videos, sound effects, and animations that enhanced the overall ambience and visual appeal of the game.
- Implemented a save/load system to track user progress on exit and performed user testing that improved the overall usability.
- Published the app onto both the App Store and Google Play that saw over 200 downloads.

NORTH BEAR
Game Design for VR Survival Game | Software: Unity, Photoshop | Platform: PC

- Collaborated on a student project to set the design goals, art direction, and game mechanics of a survival VR game that saw great success where the project was featured at York University's 2017 Digital Media Showcase.
- Developed the narrative and theme, inspired by Canada's 150th birthday, that highlighted the effects of climate change on Canada's natural glaciers and ecosystem where users are asked to enter the perspective of a mother polar bear and experience the struggle of a dwindling arctic habitat.
- Created and designed level workflows and level designs for in-game environment and maps.

ARITIZE E-COMMERCE: WEB AR WEARABLES AND FURNISHING
UI/UX Design for Web Browser Augmented Reality Product View | Software: Sketch, InVision | Platform: Web / iOS / Android

- Researched and developed the UI/UX of face-tracking and Web AR technology for e-commerce products that made shopping in AR more intuitive by extending features for online shopping to feature AR onboarding instructions and elements.
- Built prototypes and wireframes highlighting AR functionalities that saw a similar user experience to most apps using AR technology while extending features for Web AR.
- Gathered and applied user feedback on Web AR experiences that help set a precedence for best company practices when designing AR using face-tracking and product previews.

ACTIVITIES AND INTERESTS

- Volunteered as content creator for indie game developers *Dead Cell Games*; streaming video games, recording podcasts, and pitching in development ideas.
- Playing music with my friends (I play piano and guitar).
- Cooking and mastering new recipes.
- Reading epic fantasy novels (my favourite is *The Name of the Wind*).