JEREMY NGUYEN

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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 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 the **prototype** and **wireframes** for **face-tracking** and **Web AR** technology, used in 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 an AR app, used conjointly with a badge, polaroid pictures, and comic book, that allowed users to unlock hidden AR interactions by scanning over objects to solve the game.
- Developed a singleton model for an audio maze minigame that handled events based on a cassette player controls where playing certain timed sequences returned a clue used to solve the game.
- Scaled and added UI elements, videos, sound effects, and animations to scenes and models that enhanced the overall experience to be more engaging.
- Added a save/load system and a reset function for replayablility.
- Performed extensive user testing and quality assurance to device scaling and model game states.
- Used Unity framework Vuforia for image targets on the badge, polaroid pictures, and comic book.
- Published the app to the App Store and Google Play.

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

- Collaborated with other students to the set design goals on the art direction, game mechanics, and marketability of a survival VR game that saw adulation by professors and peers.
- Developed the storyline and theme based on the effects of climate change for Canada's 150th birthday that highlighted the loss of Canada's natural glaciers and how beautiful they are.
- Designed the game mechanics that allowed users to enter the perspective of a mother polar bear in an ailing arctic landscape and how the effects of climate change are affecting these animals' quality of life.
- Created and designed level workflows that saw an increased in difficulty as the game progresses to signal the extreme changes to the weather.

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 for face-tracking and Web AR technology in e-commerce products for product previews that made shopping in AR more intuitive by extending features for online shopping to feature AR onboarding instructions.
- Built prototypes and wireframes for onboarding and UI elements highlighting AR functionalities that saw a similar user experience to most apps using AR technology.
- Gathered feedback on wireframe walkthroughs and applied changes to meet a satisfying user experience for most AR experiences that would help set a precedence for AR applications.

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*).