**JEREMY NGUYEN**

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**WORK EXPERIENCE**



**AR UNITY DEVELOPER**Patio Interactive Inc. Jun 2019 – August 2020

* 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

## GAME DESIGN

George Brown College, Toronto, Ontario Sep 2020 - Present

Ontario College Graduate Certificate

## DIGITAL MEDIA

York University, Toronto, Ontario Sep 2014 - Jun 2018

Honours Bachelor of Arts, Specialist in Digital Media Development

# 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.

## SCANNA

Augmented Reality Budtender | Software: Unity | Platform: Web / iOS / Android

* Implemented a markerless AR experience with horizontal plane detection that activates an assistance bot explaining cannabis products.
* Designed a 3D environment for individual Cannabis products explaining product information in an intuitive and easy way.
* Added real life product scanning where scanning specific products enables markerless AR experiences that educates users on that product and cannabis in general.
* Shot, cut, and edited video to present for a demonstration used by sales during pitches.

## ACTIVITIES AND INTERESTS

* Going to cooking class to learn new recipes.
* Reading epic fantasy (my favourite series is *The Stormlight Archive*).
* Playing guitar and piano.
* Huge basketball and *Toronto Raptors* fan.