





# KAREN TRUONG

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## EDUCATION

### University of California, Los Angeles (UCLA)

June 2026

B.A. Linguistics and Computer Science

3.1 GPA

Relevant Coursework: Unity Game Development, Programming Languages, Software Construction, Computer Organization

## TECHNICAL SKILLS

**Languages:** Javascript, Typescript, ReactJS, HTML/CSS/SCSS, Bootstrap, Java, Python, C/C++

**Programming Software:** Git, Ren'Py, Linux Shell, GDB, Yarnspinner

**Creative Tools:** Medibang, Photoshop, TexturePacker, Pro Motion NG, Krita, Figma, Canva, Da Vinci Resolve, OBS Studio

**Tools & Workspaces:** Unity, Github, VS Code, Notion, Google Suite, Microsoft Office, Zoom

## PROJECTS

### All Card Memories at ACM Studio

Jan. 2024 - Present

- \* Developed deck builder game demo in team of nineteen over span of 6 months in **Unreal & Unity**, published on Itch.io
- \* Designed 3 unique characters and illustrated **character art** from concept art to final spritesheets
- \* Illustrated 2D topdown 16-bit pixel art overworld character spritesheets with turnaround in **Pro Motion NG** and **TexturePacker**
- \* Designed and illustrated UI/UX for game menus, dialogue, and combat in **Figma**
- \* Worked on narrative design and script editing

### The Dragon Lord at UCLA

May. 2024 - June 2024

- \* Developed 2D topdown RPG in 5 weeks in **Unity**, published on Itch.io with team of 4
- \* Programmed UI/UX game menus, credits, and game audio in **Unity**

### Summoner Wanted at UCLA, Ludum Dare 55

April 2024

- \* Developed 2D side-scroller platformer game demo in team of three in 72 hour game jam, Ludum Dare 55, in **Unity**, published on Itch.io
- \* Learned pixel art software and illustrated all art assets including tilemaps, character sprites, and game thumbnail in **Pro Motion NG**

### On My Own at ACM Studio

Jan. 2023 - June 2023

- \* Collaborated in team of fourteen over span of 6 months to develop 2D side-scroller platformer game demo in **Unity**, published on Itch.io
- \* Designed 3 characters and illustrated **character art** from concept art to final spritesheets
- \* Animated 2D character walk cycle at 4FPS

### UCLA Campus Geoguesser Web Game

Oct. 2023 - Dec. 2023

- \* Collaborated in team of six to develop location-based game app using **Next.js** framework and **Git** version control
- \* Programmed and designed **UI/UX** and front end functionality for player account login & sign up, game mode & difficulty selection, and results page
- \* Programmed gameplay functionality and page to facilitate game logic in **Typescript**
- \* Programmed player navigation between pages via routing

## EXPERIENCE

### ACM Studio

Sept. 2024 - Present

Intern

Los Angeles, CA

- \* Developing and presenting **educational workshops** and **online tutorials for game development**
- \* Announcing club events via social media and weekly newsletter
- \* Creating graphics for marketing and designing website layout

### SVHS Drama Club

May 2021 - June 2022

President & Director

Baldwin Park, CA

- \* Facilitated monthly general club meetings of 20+ people and weekly officer board meetings of 9 people, delegated tasks to board members, communicated with club advisor and administration
- \* Directed auditions, rehearsals, and performances of plays
- \* Organized club fundraisers raising over **\$800**
- \* Managed club documents with **Microsoft Office & Google Suite**, filed paperwork, and facilitated events with school administration
- \* Initiated change in transfer of leadership and training of inexperienced members during recovery of COVID-19 pandemic