# Alexia Nguyen

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### **Education**

**University of New Orleans** 

January 2022 - (Expected) December 2024

Major: Computer Science with Game Design Concentration

New Orleans, LA

**Delgado Community College** 

**August 2020 - December 2021** 

Major: Computer Science with Game Design Concentration

New Orleans, LA

Loyola University of New Orleans

August 2019 - May 2020

Major: Computer Science with Game Design Concentration

New Orleans, LA

Involvement

### **UNO International Game Developers Association (IGDA)**

IGDA is an organization where I was able to connect with new peers while also gaining experience with game engines and game development in general. They provided a space where I could sit down and focus on my personal projects and gave me the opportunity to work with others in game jams and the club project Crescent Moon. I specifically worked on maps with the program Tiled and created enemy art and animations.

#### Skills

- Languages: C++, C, Java, HTML, CSS, Machine Assembly Language, Python, PostgreSQL, COBOL
- Tools & Frameworks: GitHub, Microsoft Word, Adobe Photoshop, Adobe Illustrator, Maya, 3ds Max, Logic and Design, Postgres, PgAdmin4, Procreate
- Game Development: Unity, Unreal Engine, RPG Maker VX Ace, Game Structure, Character Development, Game Design
- Physical: Organization, Typing Speed (60 wpm), Note Taker, Leadership skills

### **Personal Projects**

No Fun League February 2024 - May 2024

• Worked in a team of 2 programmers, 1 artist, and 1 sound designer to create a 2D top-down football game. I learned how to implement sprite sheets with Unity animator, create a player flag throwing system, a collision-based event system, prefab object spawning, audio, background assets, suspicion system for calling fouls, and UI. My team also worked with Scrum tools in a 2-week Sprint system to stay on track with tasks list, daily standups, and weekly check ins.

Zombie Killer February 2024 - Present

• Worked in a team of 2 to create a wave-based zombie killer game in Unreal Engine. I learned how to implement animation smoothing, enemy follow system, wave spawning system, player shooting system, and UI.

Bagel Angel January 2024

Worked in a team of 4 to create a game within 2 weeks. I learned how to use 2D tiles in a 3D environment, use collision boxes for enemy and player checks, create a unique score system based off puddle tiles covering a set space, and enemy and item spawners that randomly spawn 2 set objects.

Forest Fighters December 2020

• Forest Fighters, a self-made Unity game for a final project, challenged my skills, encouraged learning new techniques, and fostered creativity within a short timeframe. I learned how to implement a score system based off damage done, a timer system, UI, and hand drawn characters and menus.

Cube Dodger October 2020

■ This introductory project served as my initiation into Unity, where I grasped fundamental functions and keyboard shortcuts for efficient workflow. It provided creative freedom for level and menu designs, and I gained experience implementing C++ code into a game.

### **Work Experience**

DXC Technology June 2023 - August 2023

Technical Intern

New Orleans, LA

- Worked with AWS to create a database that was ran in PostgreSQL.
- Developed python scripts to import and export data, clean data, and test files.
- Efficiently worked with a team to get large scale tasks done in a timely manner.

## **Baymont Inn and Suites**

February 2020 - September 2021

Front Desk Agent

Marrero, LA

- Worked with a computer program and office instruments to carry out hotel tasks efficiently and serve local and international guests.
- Communicated inside and outside of work to keep work organized and have people updated on the current state of the hotel.

**Canes** Cashier January 2020 - April 2020

Harvey, LA

Worked with a team to provide customer service in a fast-paced work environment.