Alexia Nguyen

Recent graduate with technical skills aspiring to be in the game industry as a Technical Designer
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Relevant Experience

University of New Orleans   **August 2024 – (Expected) December 2024**
Intern   *New Orleans, LA*

Created a demonstration game in Unity to show off an AI tool called Ensemble. Videos were implemented to play on textured objects, UI displays were set up to display all Ensemble data of NPCS, and a battle simulation is created to show off the generated data in real time based off the results of the battle.

TELUS Digital   **August 2024 – November 2024**
US Rater   Remote

Evaluates query results for accuracy and quality by researching credibility, comparing information, and applying company training.

DXC Technology   **June 2023 – August 2023**
Technical Intern   *New Orleans, LA*

Collaborated with a team to create a PostgreSQL database on AWS, developing Python scripts for data import/export, cleaning, testing, and handling large-scale tasks efficiently.

Personal Projects

Zombie Killer   **February 2024**
- Implemented animation smoothing, enemy AI, wave spawning, player shooting mechanics, and UI in a 2-person team.

No Fun League   **February 2024 – May 2024**
- Developed a flag-throwing mechanic, collision-based events, prefab spawning, audio, and suspicion-based foul system. Integrated sprite sheets with Unity Animator and built UI. Worked with a 4-person team using Scrum tools, 2-week sprints, daily standups, and weekly check-ins.

Bagel Angel   **January 2024**
- Designed 2D tiles in a 3D environment, implemented collision checks, and created item/enemy spawners. Developed a custom score system based on puddle tile coverage within a 2-week deadline.

Forest Fighters   **December 2020**
- A Unity game project that sharpened my skills, introduced new techniques, and fostered creativity under a tight deadline. Implemented a score system, timer, UI, and hand-drawn characters/menus

Cube Dodger   **October 2020**
- Learned Unity basics, including core functions, shortcuts, and efficient workflows. Designed levels and menus while integrating C++ code into the game.

Skills

- **Game Development:** Unity, Unreal Engine, RPG Maker VX Ace, Game Structure, Character Development, Game Design, GameMaker Studio
- **Languages:** C++, C, Java, HTML, CSS, Machine Assembly Language, Python, PostgreSQL, COBOL, JavaScript, JSX
- **Design:** GitHub, Adobe, Maya, 3ds Max, Logic and Design, Postgres, PgAdmin4, Procreate, Blender, React Native

Education

Major: Computer Science with Game Design Concentration   *New Orleans, LA*
University of New Orleans   January 2022 - (Expected) December 2024
Delgado Community College   August 2020 – December 2021
Loyola University of New Orleans   August 2019 – May 2020

Involvement

UNO International Game Developers Association (IGDA)

At IGDA, I connected with peers, gained experience in game engines, and advanced personal projects. I participated in game jams and the club project *Crescent Moon*, focusing on map design with Tiled and creating enemy art and animations.