

## Alexia Nguyen

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### Relevant Experience

#### Maeygo Games

February 2025 – Present

*Technical Designer/Gameplay Programmer*

*Remote*

Collaborated in a remote environment to develop mouse-controlled mini-games, implement interactive dialogue using RenPy, design intuitive UI/UX with Figma, plan level layouts, and build game environments in Unity.

#### Z 319 Studio

August 2024 – February 2025

*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 an NPC simulation was created to show off the generated data in real time.

#### 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

#### Prison Break

January 2025 – Present

A 3-match mobile game being developed in Unity. Designed the art assets and layout of the app. Learned how to implement swapping of game objects using 2D arrays and vector2 methods for the main functionality of the game, how to populate game objects in grid patterns, and mobile implementation in Unity.

#### 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.

#### 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

### Skills

**Game Development:** Unity, Unreal Engine, RPG Maker, Game Structure, Character Development, Game Design, GameMaker Studio

**Languages:** C++, C#, Java, HTML, CSS, Machine Assembly Language, Python, PostgreSQL, COBOL, JavaScript, JSX

**Design:** Figma, 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 - December 2024

Delgado Community College

August 2020 – December 2021

### Involvement

#### NOLA Superbowl Game Jam – Crescent City Climb

February 5, 2025 – February 7, 2025

#### Gameplay Programmer/Level Designer

Created a vertical parkour course using Unreal Engine Fortnite. I created the Swamp level for the course that involved level design, the sequencer tool to create animations, spatial sound, and devices to create a challenging experience for players. My team won the game jam and had our map published on the Fortnite client.

#### Pirate Software Game Jam - 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.

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

January 2024 – December 2024

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.