

Alexia Nguyen

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Relevant Experience

Maple Story Creator's Workshop

May 2024 – August 2025

Game Designer / Gameplay Programmer

Remote

Designed and programmed a cooking/combat simulator over a 12-week program using MapleStory Worlds. Participated in weekly meetings and collaborative sessions with other designers to learn and apply the platform's tools. Led the design of recipes, monsters, and environments within a cozy, cottagecore-fantasy aesthetic. Developed core gameplay systems in Lua, including cooking mechanics, monster interactions, and an in-game economy.

Maeygo Games

August 2024 – 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 – March 2025

Game Designer / Gameplay Programmer 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 NPC's, and a battle simulation is created to show off the generated data in real time based on the results of the battle.

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.

Projects

Cafe Maple

August 2025 - Present

Built gameplay systems in Lua, including customer spawning, recipe management, and progression mechanics, while optimizing performance and designing levels/UI with MapleStory Worlds' creator tools.

Prison Break

January 2025 - Present

Designed art assets and app layout, implemented core mechanics using 2D arrays and Vector2 for object swapping and grid population, and gained experience with mobile deployment. Led a small team using Trello to coordinate weekly progress.

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 VX Ace, GameMaker Studio, MapleStory Worlds, Blender, Maya, 3ds Max

Languages: Lua, C#, C++, Java, HTML, CSS, Python, PostgreSQL, COBOL, JavaScript, JSX

Design: GitHub, Adobe, Postgres, PgAdmin4, Procreate, React Native, Game Structure, Character Development, Game Design

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

Gameplayer Programmer / Game 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.

AAPI in Gaming Global Game Jam - Sari Sari Store

January 19, 2025 - January 26, 2025

Gameplayer Programmer / Game Designer

Designed and programmed a fried rice-themed vegetable-chopping minigame for a hybrid FPS/Visual Novel project. Built in Unity using collision detection to simulate knife and ingredient interactions. Also collaborated on narrative implementation using RenPy to support the visual novel components of the game.

Pirate Software Game Jam - Bagel Angel

January 2024

Gameplayer Programmer / Game Designer

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.