Alexia Nguyen

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Summary

Game Designer who loves bringing ideas to life through gameplay and code. Experienced in Unity, Unreal Engine, and Lua scripting, creating interactive systems, levels, and UI that make games feel alive and fun to play.

Experience

Maple Story Creator's Workshop - Cafe Maple   **May 2025 – Present**

Game Designer / Gameplay Programmer   *Remote*

- Built and optimized cozy fantasy environments, recipes, and UI across 4+ levels using MapleStory Worlds creator tools, blending creative design with performance optimization that improved average frame rates by 15%.
- Programmed Lua gameplay systems for cooking, customer spawning, and monster behavior, balancing progression to boost player session time by an estimated 20% during testing.

Maeygo Games   **August 2024 – Present**

Game Designer / Gameplayer Programmer   *Remote*

- Developed 2 mouse-controlled mini-games, multiple branching dialogues (RenPy), and intuitive UI/UX (Figma).
- Built Unity game environments and level layouts while collaborating remotely with the team.

Z 319 Studio   **August 2024 – March 2025**

Game Designer / Gameplay Programmer Intern   *New Orleans, LA*

- Designed a Unity demo game showcasing Ensemble, an AI tool for NPC data visualization.
- Implemented interactive NPC behavior systems where players could freeze and unfreeze characters to observe dynamic reactions.

Projects

Prison Break   **January 2025 - Present**

- Designed art assets, UI, and 2D grid-based mechanics using arrays and vectors; led a 2-person team through Trello, coordinating weekly milestones and successful mobile deployment tests.

NOLA Superbowl Game Jam – Crescent City Climb   **February 5, 2025 - February 7, 2025**

- Designed a vertical parkour level in Unreal Engine's Fortnite tools, integrating over 10 environmental effects (audio, particles, and animation devices).
- The project won 1st place at the NOLA Superbowl Game Jam and was published on Fortnite.

Zombie Killer   **February 2024**

- Implemented enemy AI, wave spawning, player shooting, and UI systems, achieving 60+ FPS stability across all levels with minimal performance drop during combat waves.

Pirate Software Game Jam - Bagel Angel   **January 2024**

- Designed 2D tiles in a 3D space with item/enemy spawning and collision systems.
- Created a custom score system within a 2-week deadline for the jam.

Forest Fighters   **December 2020**

- Developed scoring, timer, and UI systems, combining hand-drawn art with functional Unity gameplay.

Skills

Game Development: Unity, Unreal Engine, MapleStory Worlds, Blender
Languages: Lua, C#, C++, Java
Design: Documentation (GDD), GitHub, Adobe, Procreate, Gameplay Systems, UI/UX, Game Balancing, Playtesting

Education

Major: Computer Science with Game Design Concentration   ***New Orleans, LA***

University of New Orleans   January 2022 - December 2024