

Alexia Nguyen

✉ Lexiluu0731@gmail.com 🌐 Portfolio 📄 <https://github.com/lexiloo731>  www.linkedin.com/in/alexia-t-nguyen

Summary

Technical game designer who bridges design and engineering to build clear, engaging gameplay systems. Experienced in Unity, Unreal Engine, and Lua scripting, with a strong focus on rapid prototyping, mechanic driven design, and iteration based on player behavior. Passionate about gaming across genres and creating systems that are easy to understand, fun to play, and scalable for production.

Experience

Templar Games

November 2025 - Present

Technical Game Designer / Gameplay Programmer

Remote

- Designed and implemented a nanobot based damage system with combat logic separating shields and health.
- Built modular shield depletion and recharge systems that supported fast tuning, reuse, and scalability across characters and enemies.

Maple Story Creator's Workshop - Cafe Maple

May 2025 – October 2025

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.

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

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 logic, wave spawning systems, and shooting mechanics with performance conscious design.

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.

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