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Lam Nguyen

Gameplay Programmer

I am a gameplay programmer with a passion for building games, especially from scratch, as I love building game tools and engines. In my spare time, I like to work on my AI projects and play tennis.

Skills

Languages	Vietnamese: Native language English: Fluent	
Programming Languages	Professional knowledge Basic knowledge	C++, Python, Java, GLSL, OpenGL C#, Javascript
Engines	Unity, Unreal Engine 4	
Other	Visual Studio, GIT, CUDA, SQL	

Education

August 2014 – May 2018 (Expected)	Earlham College – Richmond IN, USA <ul style="list-style-type: none">• Bachelor of Arts in Computer Science. GPA: 3.8/4.0. In-major GPA: 3.93• Merit-based Scholarships, Presidential Scholarships• Undergraduate Coursework: Operating System, Algorithm, Databases, Software Engineering, Functional Programming, Parallel and Distributed Computing, Graphics, Networks and Networking
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Work experience

January 2018 - Present	Senior Backend Programmer – NADA <ul style="list-style-type: none">• Lead a team of four programmers to build the server backend for NADA; a startup focuses on connecting students on campus through services they can provide.• Build the entire backend from scratch using Python/Flask
Summer 2017	Product Manager Intern – Angie's List – Search Team <ul style="list-style-type: none">• Help redesign the whole search experience on the website• Work closely with Data Science team to apply statistical analysis to millions of reviews
Fall 2014 - 2016	Web Developer – Earlham College <ul style="list-style-type: none">• Completely migrate Earlham's old CS website (built in the 90s) to the current design• Create a web app that resolves scheduling conflicts based on students' class schedule

Interest

Games	The Witcher 3, Skyrim, Stardew Valley, Assassin's Creed: Origins
Sports	Tennis, Soccer
Other	The Dark Knight, Harry Potter