

MAEVA NGUYEN

Narrative Designer

+33(0)6 29 72 41 68 | Bordeaux, France | maevanguyen.cg@gmail.com

Linkedin: [maevanguyencg](#)

SKILLS

languages : Native French, English (C1 - C2)

Softwares : Twine / Photoshop / Maya / Unity / Unreal Engine

PROJECTS

God's Playground - Roleplaying game - Creative director / Writer 20/04 - current

- Creating the whole universe, including rules and campaigns
- Developing an e-magazine, website and marketing campaign

Freedom at sea - Secret path book - Writer / Game Designer 20/04 - 20/05

- Made document researches (books, web, documentaries, movies)
- Designed the rules, created new features
- Wrote 350 paragraphs of non-linear story including multiple branching

EXPERIENCES

Speaker (Rig/Skin), ECV Digital (School) - Bordeaux (France) 19/11

Frontend Developer, Synchronized - Worked Remotely 19/02 - 19/10

- Designed new features using JavaScript, server less AWS solutions and libraries
- Worked in a team (4 people) using Git and Github, participated to AWS summit

JavaScript/React.js trainer, Wild Code School - Bordeaux (France) 18/08 - 19/01

- Wrote and refactored courses to have them constantly up to date
- Managed 15 students looking for a career change

Freelance Game Artist, Gameco Studios - Worked remotely 15/10 - 17/06

- Futurama: Game of Drones (mobile), John Wick VR, Might and Magic: Heroes VII
- Created graphical assets with short deadlines, multiple projects at the same time
- Defined the pipeline and created technical documentations
- Created 2D game assets, turn around, 2D backgrounds, rigs, skins, 3D animations

Game Artist, Game Jams - Lyon (France), Bordeaux (France) 2015 & 2019

- Created rigs, skins and animations and integrated them into Unity
- Drew backgrounds, 2D game assets, sprite animations and helped in Godot

EDUCATION

Front-End Development Nanodegree, Udacity - Online 17/11 - 18/07

- Won a challenge made by Google with 20 000 worldwide students

Equivalent Bachelor Game Art (3 years done), ARIES - Lyon (France) 2012 - 2015

- Art Direction, 3D Modeling, 3D Sculpting, Concept Art, Team work, Animation