

Spring Nguyen

10422 Courson Dr., Stanton, CA 90680 | (714) 332-9958 | springnguyen98@gmail.com

Work Experience

Project Rubicon, Reality Check Games

(2021 - 2022)

Lead Tech Artist

- Collaborated with a team remotely for a rhythm game with RPG and visual novel elements in Unity
- Developed a framework capable of supporting multiple different rhythm game modes playing simultaneously
- Cooperated with artists to implement UI and generate VFX using Shader Graph
- Created a 2D textured Bezier spline renderer using runtime mesh generation
- Developed Bezier curve custom editor to quickly prototype splines in game
- Employed strict version control through Perforce and Git

Project CELL, UC Davis

(2021 - 2022)

louielab.org/SpaceZoologist

Technical Lead

- Led a team of programmers remotely to develop an educational game tailored to teach biomedical students in Unity
- Utilized agile development to manage and assign programming tasks
- Created a tile map system that procedurally generates terrain detail and blends adjacent tiles
- Improved codebase by introducing more efficient algorithms and reducing code size
- Managed project changes through version control with Git

Projects

IAIDO (イアイド)

(2022)

- Created a two player game based on the titular martial art in Unreal
- Used post processing and custom materials to create stylized environment and characters inspired by traditional Japanese paintings

Colormancy

(2021)

- Developed an online, multiplayer, spell-slinging painting game with a remote team in Unity
- Constructed a real-time painting mechanic that works over networks on 3D models
- Implemented a spell system allowing dynamic combinations of different properties
- Created spell VFX using custom models and shaders

Education

- **B.S. in Computer Game Science, University of California, Irvine**

(2018 - 2022)

Skills

- **Programs:** Maya, Photoshop
- **Languages:** C++, Java, JavaScript
- **Math:** Linear Algebra, Diff. Eq., Multivariable Calculus
- **Others:** Microsoft Office, React.js, OpenCV