

Son Nguyen (He/him/his)

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Education

Quinnipiac University

Bachelor of Art in Game Design and Development

Cumulative GPA: 3.83 /4.00

New Haven, CT

Aug 2018 - May 2022

- Dean's List: 2018 - 2021
- Minor in Computer Science. Relevant Coursework: Linear Algebra, Data Structure, Theory of Computation, Game Lab 1-6, Game Design 1-3, Business in Game.

Work Experience

CAUTION READY GAMES LLC

Game Programmer

Online, Wendell, NC

Sep 2022 - Present

- Fixed bugs in the current game project status. Polished the game for publishing. Built the game for the PC/ Android/ iOS platform.

ANCIENT PATH ADVENTURES

Game Developer

Online, Philadelphia, PA

Jul 2022 - Present

- Fixed bugs in the current game project status. Designed level 4 of the game project. Built the game for the Android platform.

GEAR INC

Level Designer

Onsite, Hanoi, Vietnam

Jun 2021 - Sep 2021

- Conceptualized and illustrated new levels as a Level Designer for the company's unannounced puzzle game. Participated in writing the game design document and cooperated in planning the roadmap of the game with the team.

ABI GAMES STUDIO

Game Developer

Onsite, Hanoi, Vietnam

Jun 2019 - Sep 2019

- Designed and revised the current gameplay system as a Lead Intern Developer of the shipped game: "Attack the Block: Shoot Em Up". Increased player's base by 30% after 2 weeks.

Projects

BROTHERHOOD ([Link](#))

2D Puzzle Game

Quinnipiac University, Hamden, CT

Spring 2020

- Innovation Award Winner of RPI Game Fest 2020, Finalist of People Choice Award of RPI Game Fest 2020
- Built and exported the game using the PuzzleScript system.

PANDEMONIUM ([Link](#))

3D TPS Physics-based Game

Quinnipiac University, Hamden, CT

Fall 2021 - Spring 2022

- Applied Ragdoll for characters and 3D Physics Interaction system for bullet and combat system.
- Built and exported the game using Unity 3D.

Skills

Technical Skills: Unity | UE4 | C# | C++ | Java | Excel | Git | Android Build | Multivariate Calculus

Languages: Vietnamese (Native) | English (Proficient)