

# Son Nguyen (He/him/his)

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## EDUCATION

### Quinnipiac University

*Bachelor of Art in Game Design and Development*

Hamden, CT

Aug 2018 - May 2022

Cumulative GPA: 3.83 /4.00

- Dean's List: 2018 - 2022
- Minor in Computer Science.
- Relevant Coursework: Linear Algebra, Data Structure & Abstraction, Algorithm Design & Analysis, Theory of Computation, Game Lab I-XI, Game Design I-III, Business in Game.

## WORK EXPERIENCE

### Caution Ready Games LLC

Remote, Wendell, NC, USA

*Game Programmer*

09/2022 - Present

- Constructed and implemented new features and game mechanics in the current project using Unity and C#.
- Polished and built the game for the PC/ Android using Unity Build System and Android Studio.

### Ancient Path Adventures

Remote, Philadelphia, PA, USA

*Game Developer*

07/2022 - Present

- Adapted and modified the project from the previous developer to optimize the algorithm and gameplay system using Unity and C#.
- Designed and constructed the final level of the game project based on the design document.
- Polished and built the game for Android using Android Studio.

### Gear Inc

Onsite, Hanoi, Vietnam

*Level Designer Intern*

06/2021 - 09/2021

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

### ABI Games Studio

Onsite, Hanoi, Vietnam

*Game Developer Intern*

06/2019 - 09/2019

- Designed and revised the current gameplay system as a Lead Intern Developer of the shipped game: "Attack the Block: Shoot Em Up" using Unity, Excel, and C#.
- Managed and remodeled the previous level to fit its win rate to the difficulty graph.

## PROJECTS

### Brotherhood ([Link](#))

Quinnipiac University, Hamden, CT, USA

*2D Puzzle Game*

Spring 2020

- Innovation Award Winner of RPI GameFest 2020, Finalist of People Choice Award of RPI GameFest 2020
- Constructed, built, and exported the game using the PuzzleScript system.

### Pandemonium ([Link](#))

Quinnipiac University, Hamden, CT, USA

*3D TPS Physics-based Game*

Fall 2021 - Spring 2022

- Applied Ragdoll for characters and 3D Physics Interaction system for bullet and combat system.
- Constructed, built, and exported the game using Unity 3D.
- Worked as Lead Programmer and managed the code flow, plug-ins, and git.

## SKILLS

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

**Languages:** Vietnamese (Native) | English (Proficient)