

Hello

I'm Son Nguyen, a Game Designer & Developer

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Skills

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

Soft Skills: Collaboration | Problem-solving | Communication | Strong Games Knowledge

Languages: Vietnamese (Native) | English (Proficient)

Experience

JUL 2022 - PRESENT

Ancient Path Adventures – *Game Developer (Contractor)*

- Design, develop, and build an educational game for children.

JUN 2021 - SEP 2021

Gear Inc, Vietnam – *Level Designer Intern*

- Created and designed 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 other colleagues.

JUN 2019 - SEP 2019

ABI Games Studio, Vietnam – *Game Developer Intern*

- Designed and improved the current gameplay system as a Lead Intern Developer of the shipped game: "Attack the Block: Shoot'em Up".
- Strategized plan to increase player's base by 30% after 2 weeks.

Education

AUG 2018 - MAY 2022

Quinnipiac University, Hamden, CT – *BA in Game Design and Development*

Minor in Computer Science Engineering

GPA: 3.8

Projects

Brotherhood – *Lead Game Designer/Developer*

2D Puzzle game - Innovation Award RPI Game Fest 2020

Pandemonium – *Lead Game Programmer*

3D TPS Physics-based game - Collaborated with 4 members