Son Nguyen (He/him/his)

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EDUCATION

Quinnipiac University   Hamden, CT
Bachelor of Art in Game Design and Development   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
Game Programmer   09/2022 - 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   Remote, Philadelphia, PA
Game Developer   07/2022 - Present
- Fixed bugs in the current game project status. Designed the final level of the game project. Built the game for the Android platform.

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. 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". Increased the total player count by 30% after 2 weeks.

PROJECTS

Brotherhood (Link)   Quinnipiac Univesity, Hamden, CT
2D Puzzle Game   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)   Quinnipiac Univesity, Hamden, CT
3D TPS Physics-based Game   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)