



# SON NGUYEN

GAME DESIGNER & GAME DEVELOPER

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## INTRODUCTION

Internationally experienced game designer/developer with skills in gameplay and level design informed by strong academic preparation seeking full-time opportunity in the game industry. Excellent interpersonal skills, attention to detail, and ability to perform well in fast-paced environments.

## SKILLS

- Proficient in Unity and Unreal for 2D and 3D.
- Proficient in C# and Java.
- Able to interpret and manage large data sets.
- Proficient in Excel and Word.
- Strong collaboration and problem-solving skills.
- Experienced in mobile development, game data and system balancing, early-stage game, and rapid prototyping.
- Knowledgeable about Autochess, FPS and MOBA game styles.

## EXPERIENCE

### GAME DEVELOPER INTERN • ABI GAME STUDIO • JUN – AUG 2019

- Designed and improved the existing gameplay system as a Lead Designer of the shipped game: “[Attack the Block: Shoot'em Up](#) Revise & Improve”
- Analyzed data of win rate and difficulty with Excel
- Managed and maintained large data sets
- Adjusted and balanced the game's difficulty and pacing
- Implemented and created newly updated content for the Unity build

### LEVEL DESIGNER INTERN • GEAR INC • JUN – AUG 2021

- Created and designed new levels as a level designer for the company's developing puzzle game
- Participated in writing the game design document and cooperated in deciding the roadmap of the game with other team members.
- Illustrated the level and implemented it on Unity
- Analyzed data of win rate and difficulty graph and designed/redesigned the level based on these data

## EDUCATION

### BA IN GAME DESIGN AND DEVELOPMENT

MAY 2022 • QUINNIPIAC UNIVERSITY

Minor in Computer Science Engineering

GPA: 3.8

## AWARD WINNING GAME

### RPI GAME FEST 2020

[BROTHERHOOD](#) ([LIVESTREAM LINK](#))

Innovation Award RPI Game Fest 2020

Audience Choice Award Finalist RPI Game Fest 2020