

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

Dear HR Contact,

With the utmost eagerness, I want to express my interest & passion for the Game Designer position. As a passionate & adaptive-driven employee, I know my versatile skills and qualifications will make me an asset to the team.

As you will find on my resume, I have had a variety of experiences with many different roles in Game Development, from my time at ABI Games Studio to my time at Gear Inc, I am looking to take the next step in my career by leveraging my Game Development to develop myself both personally and professionally, and to bring joy to game lovers around the world.

As a prospective employee, I immediately can bring the following qualities to the team:

Unity and Unreal Engine. I have 4 years of experience in using Unity and Unreal Engine. I was a lead programmer/ designer for many game projects when I was at Quinnipiac University.

Quick Prototyping. In my GitHub link, there are many quick mini-games that I have made, and each of them has a different concept and gameplay.

Level Design. I have worked at Gear Inc as a Level Designer Intern for a 2d puzzle tile matching game on mobile. I believe that my experience there will bring some values to the team.

While my resume provides a quick summary of my experiences, I hope to have the opportunity to share how I can bring value to the company's needs.

Sincerely,

Son Nguyen