

# Son Nguyen

Game Developer / Programmer

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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.

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## Work Experience

ABI Games Studio

*Game Developer Intern*

Jun 2019 – Sep 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 and adjusted win rate and difficulty data with Excel.
- Strategized plan to increase player's base by 30% after 2 weeks.

Gear Inc

*Level Designer Intern*

Jun 2021 – Sep 2021

- 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 deciding the roadmap of the game with other team members.
- Analyzed win rate and difficulty data graph and designed the level based on given data.

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## Education

Quinnipiac University

Bachelor of Art – Game Design and Development, minor in Computer Science - GPA: 3.85

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## Award

RPI Game Fest 2020

*Innovation Award RPI Game Fest 2020*

*Audience Choice Award Finalist RPI Game Fest 2020*

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## Skills

Technical: Unity | UE4 | C# | Java | Excel | Mobile Games Development

Soft Skill: Communication | Collaboration | Problem-solving