SON NGUYEN

GAME DESIGNER & GAME DEVELOPER
EMAIL · (224)–322–1873 · LINKEDIN · PORTFOLIO

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

Technical Skills:
- Unity (2D and 3D)
- Unreal Engine 4
- C#, C++
- Java, Scala
- Excel
- Git
- Mobile Development games
- System balancing
- Rapid prototyping

Soft Skills:
- Collaboration
- Problem-solving
- Communication
- Strong games knowledge

EXPERIENCE

GAME DEVELOPER INTERN • ABI GAME STUDIO • JUN – 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.

LEVEL DESIGNER INTERN • GEAR INC • JUN – 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.

EDUCATION

QUINNIPIAC UNIVERSITY
MABA IN GAME DESIGN AND DEVELOPMENT
Minor in Computer Science Engineering
GPA: 3.8

PROJECTS

BROTHERHOOD – **Lead Game Designer/Developer**
Innovation Award RPI Game Fest 2020
Audience Choice Award Finalist RPI Game Fest 2020

PANDEMONIUM – **Lead Game Programmer**
3D Third-person shooter Physics – based game