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, USA
Game Programmer   09/2022 - Present
- Constructed and implemented new features and game mechanics in the current project using Unity and C#
- Polished and built the game for the PC/ Android using Unity Build System and Android Studio

Ancient Path Adventures   Remote, Philadelphia, PA, USA
Game Developer   07/2022 - Present
- Adapted and modified the project from the previous developer to optimize the algorithm and gameplay system using Unity and C#
- Designed and constructed the final level of the game project based on the design document
- Polished and built the game for Android using Android Studio

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 using hand drawing, Figma, and Unity
- 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" using Unity, Excel, and C#
- Managed and remodeled the previous level to fit its win rate to the difficulty graph

PROJECTS

Brotherhood (Link)   Quinnipiac University, Hamden, CT, USA
2D Puzzle Game   Spring 2020
- Innovation Award Winner of RPI GameFest 2020, Finalist of People Choice Award of RPI GameFest 2020
- Constructed, built, and exported the game using the PuzzleScript system

Pandemonium (Link)   Quinnipiac University, Hamden, CT, USA
3D TPS Physics-based Game   Fall 2021 - Spring 2022
- Applied Ragdoll for characters and 3D Physics Interaction system for bullet and combat system.
- Constructed, built, and exported the game using Unity 3D
- Worked as Lead Programmer and managed the code flow, plug-ins, and git

SKILLS

Technical Skills: Unity | UE4 | C# | C++ | Java | Excel | Git | Android Build | Multivariate Calculus
Languages: Vietnamese (Native) | English (Proficient)