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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 Technical Skills:   * Unity (2D and 3D) * Unreal Engine 4 * C#, C++ * Java, Scala * Excel * Git * Mobile Development * Calculus * Linear Algebra   Soft Skills:   * Collaboration * Problem-solving * Communication * Strong games knowledge | |  | | --- | | Son NguyenGame Designer & Game DEveloper [Email](mailto:sonnguyen4820@gmail.com?subject=Hello%20Son%20Nguyen) ∙ (224)–322–1873 ∙ [LINKEDIN](https://www.linkedin.com/in/soz48/) ∙ [Portfolio](http://www.soz48.com) |  ExperienceGame 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](https://play.google.com/store/apps/details?id=com.abi.balls.blockshooter&hl=en_US&gl=US)”. * 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.  EducationQuinnipiac UniversityBA in game Design and development Minor in Computer Science Engineering GPA: 3.8 Projects[Brotherhood](https://soz4820.itch.io/brotherhood) – Lead Game Designer/Developer 2D Puzzle Game  Innovation Award RPI Game Fest 2020 [Pandemonium](https://jtrigsby.itch.io/pandemonium) – Lead Game Programmer 3D Third-person shooter Physics-based game  Collaborated with 4 members |