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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 games * System balancing * Rapid prototyping   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) 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.  EducationQuinnipiac UniversityMaBA in game Design and development Minor in Computer Science Engineering GPA: 3.8 Projects[Brotherhood](https://soz4820.itch.io/brotherhood) – Lead Game Designer/Developer Innovation Award RPI Game Fest 2020  Audience Choice Award Finalist RPI Game Fest 2020 [Pandemonium](https://jtrigsby.itch.io/pandemonium) – Lead Game Programmer 3D Third-person shooter Physics – based game |