# **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.

## **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](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.

### 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.

## **Education**

### Quinnipiac University

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

## **Award**

## RPI Game Fest 2020

Innovation Award RPI Game Fest 2020

Audience Choice Award Finalist RPI Game Fest 2020

## **Skills**

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

Soft Skill: Communication | Collaboration | Problem-solving