**Son Nguyen (He/him/his)**

6201 Melody Ln, Apt 2325, Dallas, TX 75231  
(224)-322-1873 | [sonnguyen4820@gmail.com](mailto:sonnguyen4820@gmail.com) | [LinkedIn](https://www.linkedin.com/in/soz48/) | [Portfolio](https://soz48.com/)

**EDUCATION**

**Southern Methodist University**  Dallas, TX

*Master of Interactive Technology (MIT) in Digital Game Development* Aug 2023 - May 2025

**Quinnipiac University**  Hamden, CT

*Bachelor of Art in Game Design and Development* Aug 2018 - May 2022

Cumulative GPA: 3.83

**WORK EXPERIENCE**

**XGame Studio** Onsite, Hanoi, Vietnam

*Game Programmer* *02/2023 - 07/2023*

* Worked as Main Programmer of Stickman vs Shadow for UI, item systems, gameplay mechanics, and AI fighting behavior systems ([Google Play Link](https://play.google.com/store/apps/details?id=com.game.stickman.shadow.battle.combat&hl=en&gl=US))

**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 Designer 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**

**Cup Of Joe** ([Link](https://www.smu.edu/Guildhall/Academics/Student-Work/Team-Game-Projects/C33-Capstone-Games-Placeholder))SMU, Dallas, TX, USA

*2D Puzzle Game*  *Fall 2023*

* Worked as Lead Programmer
* Using Unity 2D, Perforce, Mira

**Brotherhood** ([Link](https://soz4820.itch.io/brotherhood))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
* Worked as Solo Developer
* Using PuzzleScript

**Pandemonium** ([Link](https://jtrigsby.itch.io/pandemonium))Quinnipiac University, Hamden, CT, USA

*3D TPS Physics-based Game*  *Fall 2021 - Spring 2022*

* Worked as Lead Programmer
* Using Unity 3D, GitHub, Trello

**SKILLS**

**Technical Skills**: C++ | Unity and Unity C# | UE5 (Blueprint and C++) | Git | Perforce   
**Languages**: Vietnamese (Native) | English (Proficient)