



Nguyen Huyen Trang

GAME DESIGNER

I am passionate about playing games, from computer to board games. Although my major at school focuses on coding, I also know how to sketch 2D games. I have an interest in narrative and game design principles.

EDUCATION HISTORY

Bachelor of Science in Computer Game Design and Programming

British University VietNam | 2022 - Present

SKILLS

Creative thinking

Prototyping

Team collaboration

Adaptability

Coding C#, C++

TOOLS

Github

Adobe Photoshop

Unity

Unreal Engine 5

Zbrush

26/05/2004

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PROJECTS

Pathway Student

Tik Tok Bomb! - Board game

Time: 2 weeks (12/09/2022 - 25/09/2022)

Tools: Photoshop, Tabletop Simulator

I took responsibility for 2D Art Game, and Game Design. We need to balance the number of components in the game.

First-year Student

Lyra Shooting Game - Unreal Engine 5

Time: 3 months (10/2022 - 12/2022)

Tools: Unreal Engine 5, Blueprints

Mastering the art of game design, I honed my skills in constructing a compelling shooting map by harnessing the versatile blueprints offered in the Lyra pack.

Roll the Ball - Unity

Time: 3 months (10/2022 - 12/2022)

Tools: Unity, C#

I created different components to make each level of the game have different difficulty levels, along with coming up with ball directions so players have to find every way to solve the puzzle.

Puzzle - Unreal Engine 5

Time: 3 months (04/2023 - 06/2023)

Tools: Unreal Engine 5, Blueprints

I made a house with different puzzle solutions. The main character must find all the hot air balloons within a certain time to win. I created different blueprints for different uses in Unreal Engine 5.

Galaxy Invaders - Unity

Time: 3 weeks (04/2023 - 06/2023)

Tools: Unity, C#

This is the first endless prototype game (no win condition) that I made. I gave the player 3 health and when touched by an enemy, the player will lose 1 health.

Zero To Hero - Unity

Time: 3 weeks (04/2023 - 06/2023)

Tools: Unity, C#

The game's winning condition is to collect all 3 stars and find the exit, but once the character touches the enemy, the player will die. The special thing is that the game has a character store system. This is just a prototype game so there are still many bugs.