Vian Nguyen

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EDUCATION

Maryland Institute College of Art, Baltimore, MD— *BFA*

AUG 2016 - MAY 2020

Bachelor of Fine Arts in Interactive Art with a concentration in Game Design.

PROFESSIONAL EXPERIENCE

Game Designer II — *Filament Games*

APR 2022 - PRESENT

Working closely with external clients to design a game that best fits their learning objective. Leading game projects from Alpha to Gold in an agile environment. Collaborating cross-discipline with Producers, Engineers, UI/UX designers, Content, Art, and other teams to keep the project on scope, on budget and on time.

Embedded QA Tester — *Harmonix Music Systems @ Epic Games*

NOV 2020 - APR 2022

Tested pre-release software for defects and provided feedback on design iteration. Gave development support and owned Art Team Scrum to get 3D art assets to shippable quality on next generation consoles.

SELECTED PROJECTS

iCivics: Activate! 2023 — *Game Designer*

2022

Prototyped and designed mobile-first game teaching kids the power of civil engagement. The game is a remake that models a community with issues like littering, food deserts, and lack of school resources. As a resident of the community the player is tasked with understanding the depth of the issue by meeting the many community members that are most impacted.

BrainPOP: Grobo — *Game Designer*

2022

In development kids app that delivers BrainPOP video content, facilitates creative thinking and curious play in 8-11 year kids. Designed sticky and small mini games as another type of delivered content

Midboss: 2064 Read Only Memories— *Associate Gameplay Scripter*

2016

Assisted Lead Engineer with gameplay scripting for a modern take on old school point and click adventure games. Formatted dialogue for VO auditions and recording. Implemented dialogue animations in time with VO.

MISSION & VALUES

Deep curiosity in innovating play's ability to teach care, empathy, and understanding in players.

Games have an ability to make an impact in players' understanding of the world through the systems we design around them.

AWARDS

Dean's List
(2017 - 2020)

MICA Competitive Scholarship
(2017 - 2019)

MICA Emerging Leadership Award
(Spring 2018)

Faculty and Staff Queer Alliance Award
(Fall 2016)

SKILLS

Proficient in Adobe Creative Suite, Blender, Confluence, Github, Jira, Microsoft Office, Processing, Rhino CAD, TestRail, Twine, Unity and Web Development.

LANGUAGES

English (Fluent)
Vietnamese (Proficient)
German (Conversational)