

Nguyen Nguyen

Game Designer and Programmer

SUMMARY: A game developer with a focus on programming and game design. Seeking an internship to enhance skills in video game development, software programming, and prototype design after graduation with a Bachelor's degree in Computer Game Design (Cum Laude) from George Mason University.

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 github.com/nnguy5

WORK EXPERIENCE

Library Assistant

Northern Virginia Community College

08/2018 - 05/2020 

Achievements/Tasks

- Assisted patrons in locating library materials, navigating catalogs, and organizing resources.
- Developed a structured filing system to improve accessibility and efficiency.
- Streamlined book check-out processes using barcode scanning technology.

Volunteer Service

Treasure Trove

02/2017 - 08/2017 

Achievements/Tasks

- Managed inventory of donated items, including clothing, books, and CDs, ensuring efficient organization and availability.
- Maintained accurate pricing and stocked inventory in sales boxes.
- Processed sales transactions swiftly and accurately by scanning barcodes.

Archives Assistant

Cli2per Indochine

07/2015 - 08/2015 

Achievements/Tasks

- Organized CDs, DVDs, and tapes onto shelves.

EDUCATION

Bachelor of Fine Arts in Computer Game Design

George Mason University

08/2021 - 05/2024 

Courses

- Game Design Studio
- Advanced Game Design Studio
- Computer Game Platform Analysis
- Augmented and Virtual Reality

Associate of Science in Computer Science

Northern Virginia Community College

08/2017 - 05/2021 

Courses

- Intro to Computer Science
- Computer Science II
- Computer Science I

SKILLS



ACHIEVEMENTS

Beck Family Scholarship for Computer Game Design

Hazel Foundation Scholarship

Delta Alpha Phi International Honor Society in 2023

PROJECTS

PickleBOMB-!!! - *Freelancer* Corner Lab Studio (01/2025 - Present)

- Developing a 2D fighting and sports game for PC and arcade.
- Networking to obtain additional art, sound, design, and programming assets.

Cerebral - Misfit Isles (01/2024 - 05/2024)

- Developed a first-person puzzle-solving game with Unreal Engine 5, implementing UI systems, cursor visibility and movement mechanics, and trigger functions.
- Collaborated with team members to program using game engine and blueprint visual scripting, ensuring project goals were met.

Mason Mayhem - 31 Maniacs (01/2023 - 05/2023)

- Collaborated with 30 member team within the Unity engine.
- Created movement scripts for player and enemy sprites.
- Indicated the Player UI Identification and Particle Effects.

CERTIFICATES

2D Game Design and Development Essential Training (05/2023 - 01/2025)

Programming Foundations: Software Testing/QA (09/2024 - 10/2024)

LANGUAGES

English

Full Professional Proficiency

Vietnamese

Professional Working Proficiency