

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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WORK EXPERIENCE

Library Assistant

Northern Virginia Community College

08/2018 - 05/2020

Annadale, Virginia

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

Springfield, Virginia

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

Ho Chi Minh City

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

GPA: 3.90

Courses

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

Associate of Science in Computer Science

Northern Virginia Community College

08/2017 - 05/2021

Annadale, Virginia

Courses

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

SKILLS

C# Creativity Game Mechanics Gameplay Testing
GitHub Java Level Design Problem Solving
Project Management Strong Work Ethic QA Tester
Unity Unreal Engine Team Collaboration

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