

Alexander Nguyen

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PROJECTS:

Bit/terness - Chillennium 2023 Best Designed Game

Feb - March 2023

- Designed level layouts and iterated on the puzzle mechanics and triggers with mentor feedback to compose a unique experience related to the theme.
- Organized development timeline for my team and I to create and develop mechanics, systems, and narrative moments throughout levels under a 48 hour deadline.
- Steered programmers towards achievable outcomes while maximizing their creative efforts.
- Learned a range of new skills from peers to shore up missing skillsets in my team, including music, art and unfamiliar design elements.

Palette Quest

March - April 2024

- As design lead, organized the pipeline and development structure with streamlined documentation to ease implementation.
 - Designed, iterated, and constructed weapons, gameplay mechanics, UI and enemy AI that would be cohesive with the identity of the 2D game.
 - Heavily restructured and rebuilt a series of levels multiple times due to constructive feedback of beta testers.
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TECHNICAL SKILLS:

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|-------------------|-----------------------|-----------------------|
| ● Level Scripting | ● Implementation Docs | ● Blueprint Scripting |
| ● Photoshop | ● Trello | ● Blender |
| ● Unity | ● Python, C#, C++ | ● 3DS MAX |
| ● Godot | ● Behavior Trees | ● Audacity |
| ● Unreal Engine | ● VR Implementation | |

EDUCATION:

University of Houston at Victoria

Jan. 2021 to Jun. 2024

Bachelor of Science in Game Design

Houston Community College

Aug. 2018 to Aug. 2020

Associate Degree in Arts

WORK EXPERIENCE:

TeaTop - Technical Manager

Jan. 2019 to Current

- Assisted in sales & inventory management, leadership, and customer support.
- Worked closely with business officials in managing technical problems with equipment and staff communication.