

EXECUTIVE SUMMARY

A **technical game designer** with 7+ years of experience developing and publishing 10+ web games. Knowledgeable in game design documentation and iteration. Implemented design concepts using Unity3d and C# scripting. Coordinating in a highly collaborative and deadline-driven indie team environment. Produced 25+ levels and QA 50+ games in 2D and 3D.

FUNCTIONAL EXPERTISE

- **Technical game designer**
- **C# Scripter**
- **Level designer**
- **Project management**
- **QA and debugging**
- **UX and UI designer**

FUNCTIONAL EXPERTISE DEMONSTRATED

Guardian Studios (Disbanded)

March 2019 – February 2020

Lead game designer for [Hive Mind Robotics](#)

Leads the development team to design game features and collaborate with other disciplines to match the game vision.

- **Technical game designer:** Designed and drove the vision and implementation of features and game systems. Built gameplay scenarios in different styles and for various purposes. Collaborated with partner teams to ensure a cohesive and coherent gameplay experience.
- **Level designer:** Design levels to promote better flow, pacing, and unique gameplay experience. Produced the first three levels of Hive Mind Robotics in Unity3d to slowly introduce the core gameplay mechanics and the next three levels to change up the gameplay experience.
- **UX and UI designer:** Designed how the players interact with the game screen, and the looks/feel of the player-facing information. Maintained cohesion between form and function using Affinity designer and Unity3d animation editor. Designed a simplistic menu and HUD to provide important information and to avoid player confusion. Turn art and sound SFX assets into player interaction feedback. Ensure all display information art styles fit the overall theme.

[Masondogg Studios](#)

April 2018– March 2019

Game mechanics designer for [Project Tessara](#) (TBA)

Worked alongside the vision holder to design and prototype gameplay functionality.

- **Technical game designer:** Developed ideas for gameplay throughout the player lifecycle. Partnered with other teams to consider the game design and player engagement targets. Created and tuned content for better accessibility that doesn't compromise deep gameplay experience.

- **QA and debugging:** Created multiple prototypes build to allow early playtesting and communicate player feedback to the development team for further build iteration. Produced important player questions and analyzed player feedback using google form. Isolate and fix game-breaking and progress blocking bugs.
- **C# Scripter:** Scripted AI and obstacle functionality for early testing and iteration.

[Escape Oakland](#)

January 2019 – October 2019

Game master

Observing and providing hints and quality control for games in progress.

- **Game master:** Resetting scenarios and debug game mechanics. Greeting, briefing, and debriefing players. Oversee live gameplay and adjust game difficulty based on timer and player skill.

EDUCATION

[Bachelor of Science in Game Design](#) - Full Sail University (Orlando, Florida)

- Course director award for creative presentation - Full Sail University (2017)

VOLUNTEERISM

[Black banshee studios](#)

– **UI animator extern for [Bacon: Two Cops and a Burger Shop](#):** Collaborate with the art and programming team to integrate in-game character animation. Organized character action animation into sprite sheets using Gimp. Import and slice animation sheets using Unity sprite editor. Adjust and resize character art for a smoother animation transition. Properly layered animation to prevent sprite overlapping. (2017)

[Full Sail University](#)

– **Lab specialist game design:** Create an environment of learning through effective teaching skills, maintain student-centered focus, and update curriculum to keep current and relevant to industry standards. Provide timely, regular responses, and constructive feedback to game development related topics. (2017)

[Full Sail UX lab](#)

– **Game tester:** Ensure the quality and condition of video and mobile games for game production companies. Identify bugs, glitches, and problems that potentially inhibit game operation and obstruct user experience. (2017)

OTHER RELEVANT INFORMATION

Languages: English (native), and vietnamese

Technical Skills: Unity3d (intermediate), Unreal Engine (Basic), Github, Perforce, MS office, Google drive, Visual studios, Aesprite, Photoshop, Maya (Basic), Blender (Basic), Lucidchart, Trello, Premiere Pro, Audacity, and Affinity Designer.

Legal: I'm legal to work in the U.S and I do not need a sponsor to work in the U.S.