

Son Nguyen (He/him/his)

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EDUCATION

Southern Methodist University Dallas, TX
Master of Interactive Technology (MIT) in Digital Game Development Aug 2023 - May 2025

Quinnipiac University Hamden, CT
Bachelor of Art in Game Design and Development Aug 2018 - May 2022
Cumulative GPA: 3.83

WORK EXPERIENCE

XGame Studio Onsite, Hanoi, Vietnam
Game Programmer 02/2023 - 07/2023

- Worked as Main Programmer of Stickman vs Shadow for UI, item systems, gameplay mechanics, and AI fighting behavior systems ([Google Play Link](#))

Gear Inc Onsite, Hanoi, Vietnam
Level Designer Intern 06/2021 - 09/2021

- Conceptualized and illustrated new levels as a Level Designer for the company's unannounced puzzle game using hand drawing, Figma, and Unity
- Participated in writing the game design document and cooperated in planning the roadmap of the game with the team

ABI Games Studio Onsite, Hanoi, Vietnam
Game Designer Intern 06/2019 - 09/2019

- Designed and revised the current gameplay system as a Lead Intern Developer of the shipped game: "Attack the Block: Shoot Em Up" using Unity, Excel, and C#
- Managed and remodeled the previous level to fit its win rate to the difficulty graph

PROJECTS

Cup Of Joe ([Link](#)) SMU, Dallas, TX, USA
2D Puzzle Game Fall 2023

- Worked as Lead Programmer
- Using Unity 2D, Perforce, Mira

Brotherhood ([Link](#)) Quinnipiac University, Hamden, CT, USA
2D Puzzle Game Spring 2020

- Innovation Award Winner of RPI GameFest 2020, Finalist of People Choice Award of RPI GameFest 2020
- Worked as Solo Developer
- Using PuzzleScript

Pandemonium ([Link](#)) Quinnipiac University, Hamden, CT, USA
3D TPS Physics-based Game Fall 2021 - Spring 2022

- Worked as Lead Programmer
- Using Unity 3D, GitHub, Trello

SKILLS

Technical Skills: C++ | Unity and Unity C# | UE5 (Blueprint and C++) | Git | Perforce

Languages: Vietnamese (Native) | English (Proficient)