

Thuan Nguyen

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OBJECTIVE

Highly motivated computer sciences and technology development graduate looking to join an organization where I can bring a dynamic blend of both innovation and integrity to make a difference as a developer. Self-motivated and can work in an individual or team capacity.

EDUCATION

University of Texas at Dallas	Graduated Fall 2023
Bachelor of Arts in Arts, Technology, and Emerging Communication	GPA: 3.84/4.0
Animation and Games Concentration	
Activities: Student Game Developer Association (SGDA)	
Course Work: Scripting for Games I & II, Level Design I & II, Game Design I & II, Computer Animation I, Modeling & Texturing I, Project Management	
University of Texas at Austin	Fall 2020 - Fall 2021
Bachelor of Science in Computer Science	GPA: 3.62/4.0
Activities: Electronic Game Developers Society (EGaDS)	
Course Work: Data Structures, Data Science, Computer Science I & II	

EXPERIENCES

The Devhouse Agency	Dallas, Texas
Game Developer	September 2024 - November 2024
● Worked primarily with Unity and Photon Quantum. Responsibilities included implementing key gameplay features, optimizing performance, and designing player interactions to enhance the multiplayer experience. Utilizing C# and the Photon Quantum framework, helped bring complex gameplay mechanics to life, focusing on responsiveness and smooth real-time interactions.	
● Strengthened expertise in multiplayer game development and enhanced my skills in tackling challenges unique to game networking and user experience in Unity.	
Coded Snake	Remote
Game Programmer	January 2025 - Present
● Developed and refined core gameplay mechanics for Tricker Trigger, an active turn-based JRPG.	
● Implemented enemy AI, combat system polish, and cut-scene placement using Unity.	
● Designed and optimized in-engine tools similar to RPG Maker for streamlined content creation.	
● Contributed to UI functionality, animation integration, and save/load systems for enhanced user experience.	
● Collaborated with a small development team to ensure smooth gameplay and bug-free mechanics.	
Sandbox VR	Dallas, Texas
VR Systems Technician	January 2025 - Present
● Managed and maintained VR software and hardware to ensure seamless user experiences.	
● Troubleshoot technical issues in real time, optimizing system performance and stability.	
● Assisted in calibrating VR tracking systems, ensuring accurate player interactions.	
● Provided guidance on VR mechanics, contributing to an immersive and interactive experience for guests.	
● Worked closely with teams to improve VR session efficiency and enhance customer engagement.	

PROJECTS

Survival Adventure: WildCraft

August 2023 - December 2023

- Led all facets of the project, including programming, level design, and overall game development.
- Introduced engaging gameplay mechanics, such as inventory, crafting weapon, storage, building, hunting, enemy AI, and UI/UX. Designed and developed in **Unity 3D (C#)**.

Horror Game: Abyssal Caverns

October 2023 - December 2023

- Developed 3D horror game in **Unreal Engine Blueprints**, setting a new standard for atmospheric horror in gaming.
- Introduced engaging gameplay mechanics, such as enemy AI, grab & drop items, bridge and pressure plate puzzles.
- Blended atmospheric horror & designed eerie environments that immerse players in the high tension horror game.

First-Person Combat: Gladiator Warrior

October 2023 - December 2023

- Engineered advanced enemy AI for NPC 1 with dynamic roam, chase, and lethal sword combos. Implemented a seamless respawn system for AI. Enriched player experience with versatile combat options melee and ranged.
- Crafted an immersive game world featuring interactive elements like collectibles, weapon pickups. Introduced NPC 2, an explosive adversary, enhancing player challenge. Developed in **Unreal Engine Blueprints**.

Turn-Based Mastery: Dragomon - Inspired by Pokémon FireRed

November 2022 - December 2022

- Developed intricate mechanics and delivered an engaging gaming experience with attention to detail.
- Showcased independent development skills and created a game with complex combat systems, **Unity 2D**.

Firefighter VR Simulation

August 2019 - May 2020

- Programmed the menu, weather, and pedestrian systems implemented with VR in **Unity**.
- Collaborated with a team of 30 members in the development of Firefighter VR Simulation. Successfully contributed to a complex project, delivering a highly functional VR simulation for the city's firefighter department training purposes.

SKILLS

- **Certified in MTA:** Programming Using Java and Python by Microsoft.
- **Languages:** C#, C++, Java, Python, Blueprints, GML.
- **Programs:** Unity 3D/2D, Unreal Engine Blueprints, Visual Studio Code, GitHub, GitKraken, GameMaker Studio Maya, Adobe Softwares: Photoshop CS, Premiere Pro, Illustrator, Media Encoder.
- **Development:** Programming, UI/UX Design, Level Design, Playtesting, Mobile Game Design.