

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
<ul style="list-style-type: none">• 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
<ul style="list-style-type: none">• 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
<ul style="list-style-type: none">• 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.