Quan Nguyen

Game Engineer

I am an energetic, detail-oriented and proactive game engineer who is devoted to personal development, teamwork and helping others. Being invested in creating games, I make projects with Unity C# scripting that has good architecture, use of design patterns, optimization and cleanly written code. With 2+ years of experience in the games industry, I have worked on projects from early development to launch and live-ops.

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EDUCATION

BSc. (Hons) Computer Games Design and Programming at British University Vietnam
Awarded by Staffordshire University, UK
09/2019 - 07/2023

Achievements
- Graduated with a First Class honours degree (4.0 GPA equivalent)
- 50% tuition-fee scholarship
- 2 Academic Merit awards - recognition of outstanding academic performance
- 2 Contribution awards - recognition of outstanding contribution to BUV and its community

WORK EXPERIENCE

Unity Developer (Full-time)
Inwave Studio
08/2022 - Present
An mobile game studio based in Hanoi focused on rhythm games

Achievements/Tasks
- Develop gameplay mechanics and features for for a live-ops game with 6M+ MAU
- Spearheaded recent GDPR compliance projects incl. CMP integration, monitoring and consent management
- Integrate and maintained third-party SDKs
- Create third-party SDK integration guides for other developers
- Streamline and improve iOS & Android build workflows
- Troubleshoot live application and provide hotfixes for major bugs
- Produce and help enforce clean, maintainable and industry standard code
- Work under Srum framework & provided product ideas proven effective through A/B testing
- Nominated for the company's 2023 outstanding performance award

Game Designer Intern (Full-time)
Zitga
07/2021 - 09/2021
An independent mobile game studio based in Hanoi focused on midcore games

Achievements/Tasks
- Produced documents discussing game design topics
- Provided feedback for the studio's current games
- Designed enemies for new campaign and upgrade systems
- Participated in meetings and game design sharing sessions

Game Programmer Training Intern (Part-time)
Gameloft Hanoi
02/2021 - 04/2021

Achievements/Tasks
- Practiced basic C++ knowledge
- Practiced Object-oriented programming

SKILLS

`Unity`　`C#`　`Unreal Engine 4`　`Git`
`Android Studio`　`Xcode`　`Firebase`　`Game Design`
`Jira`　`Illustrator`　`Photoshop`

COMPETITIONS

Participant, YSEALI Game Changers 2023. Kuala Lumpur, Malaysia. (05/2023)
Worked as project manager and programmer in the 2 day regional game jam.

2nd place, BUV Game Jam 2022. Vietnam. (05/2022)
Worked as project manager and lead programmer in the 44-hour game jam.

Participant, Brackeys Game Jam 2021. Online (08/2021)
Worked as lead programmer and project manager in the 7-day game jam.

Participant, Gameloft Game Jam 2020. Vietnam. (01/2020)
Worked as a programmer and a project manager in the 2-day game jam.

Top 25% Scholar, the World Scholar's Cup, Tournament of Champions 2019. Yale University, Connecticut, USA. (11/2018)
Competition based on Debating, Writing and Answering Multiple choice questions (Socio-economic themes).

Top 20% Scholar, the World Scholar's Cup, Global round 2019. Kuala Lumpur, Malaysia. (07/2018)
Competition based on Debating, Writing and Answering Multiple choice questions (Socio-economic themes).

Delegate, Ivy League Model United Nations Conference 2018. Hanoi, Vietnam. (05/2018)
Worked as a Delegate in the United Nations Population Fund.

2nd place, Haifa Teen Tech 2017. Haifa, Israel. (12/2017)
Hackathon based on entrepreneurship and technology.

ACTIVITIES

BUV Esports Club (11/2020 - 10/2021)
- Worked as the founder and president
- Envisioned and organized livestream sessions on fan page
- Manage and led Esports tournaments and scrimmages

BUV League of Legends Tournament 2020 (10/2020 - 11/2020)
- Worked as the project leader
- Hosted the first major Esports tournament in BUV
- Fan page reached 500 likes in 1 month
- Attracted more than 10 teams to sign up in 3 days

Rhythm of BUV Club (05/2020 - 08/2020)
- Worked as a graphic designer
- Came up with key visual for fan page images designs
- Designed fan page images with Photoshop and Illustrator

- Designed and programmed a game in C++ with the framework provided by Gameloft
- Presented the game idea and programming approach

Game Designer Training Intern (Full-time)
Gameloft Hanoi

08/2020 - 09/2020

Achievements/Tasks

- Studied and applied the principles of game design
- Produced pitches for game ideas
- Assisted teams in game balancing and ideas
- Participated in department meetings

LANGUAGES

English (7.0 IELTS)
Full Professional Proficiency

Vietnamese (Native)
Native or Bilingual Proficiency