

# Minh Nguyen

Game Developer

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## Professional Summary

- Versatile Game Developer with 2+ years of experience. Proficient in scripting in Unity, C# and JavaScript.
- Proven ability to rapidly prototype, iterate, and optimize game mechanics, with a passion for delivering engaging and accessible gaming experiences

## Skills

- C# Programming in Unity
- HTML, CSS
- JQuery, P5.js
- GitHub version control
- Problem Solving and Debugging
- Low poly 3D modeling
- Game Design Documentation
- Rapid Game Prototyping

## Professional Experience

**Unity Developer, 3D artist** | 2024

**Trauma B. Dump - Not Valid Studio**, Toronto

- Executed rapid prototyping by scripting 4 distinct 3D game prototype within 2 weeks, utilizing reusable code modules and adaptable assets to streamline development.
- Developed efficient and reusable C# scripts for game mechanics, ensuring scalability and adaptability across various levels and gameplay scenarios.
- Designed 3 unique 3D level in Unity, with both indoor to outdoor environments, totaling in 30+ minutes of gameplay.
- Collaborated closely with a multidisciplinary team to program and implement core game functionalities, optimizing performance within Unity under a tight 3-month development timeline.
- Established a robust development environment for a team of 6, including detailed code documentation and commenting practices in C# to enhance workflow efficiency and team collaboration.
- Assisted artists in asset integration by creating clear, instructional documentation for Unity asset pipelines, streamlining the development process.
- Identified and resolved over 20 critical bugs through debugging and code optimization, significantly improving game stability and performance.
- Assisted 100+ players during a live event and various other playtests, displaying excellent communications skills

**Creator, Game designer** | 2024 - Current

**Banh Mi Wars - Card game**, Toronto

- Conducted 100+ playtests to iterated on 6 versions of gameplay mechanics to refine user experience.
- Attracted and guided 400+ players to engage with game within a live event, delivering instructions and play guide efficiently to large group, generating 30+ newsletter signup.
- Applied creative game design to achieved desired fast-paced game length of 30 minute by gradual game-ending mechanics.
- Designed meticulously 20 unique cards that accommodates for all possible cards combination and party size.
- Awarded for excellence in game design, recognizing innovative mechanics, meticulous playtest and iteration

**Lead Developer and Game Designer** | August 2023 - December 2023

**Flatlanding - OCAD U Game Engine**, Toronto

- Designed and programmed a game blending 2D and 3D elements, emphasizing seamless gameplay transitions.
- Managed the primary programming duties in Unity, focusing on performance optimization and innovative gameplay features.
- Drafted a detailed level design document to help artists visualize and create fitting asset.
- Showcased creative problem-solving skills and technical expertise in steering the team towards the successful implementation of the innovative gaming concept.

## *Awards*

**Jeff Watson Award** | OCAD U 2024

- Awarded for excellence in game design for “Banh Mi War”, a party card game.

## *Education*

**Ontario College of Art and Design University (OCAD U)** | 2020 - 2024

**BoD Digital Futures**, Toronto

- Graduated with Honours. Specialized in game design and development, focusing on interactive media

## *Volunteer*

**Playtester for Supervive** | April - Current

**Theorycraft Games Inc.**, Remote

- Delivered extensive playtests over 2 main game modes with high level of play.
- Providing valuable data on gameplay satisfaction by filling out 100+ survey questions.

**Playtester for 2XKO Alpha Lab** | August - Current

**Riot Games**, Remote

- Delivered extensive data on player profiles, providing context of skills, game preference, and genre familiarity.