

Tung Nguyen

Game Designer

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Work Experience

Unity Developer – BrickMate Group Vietnam (Ho Chi Minh City, Vietnam) Oct 2023 – Current

- Cooperate with a 3D artist to create at least one hypercasual game every month.
- Work closely with publisher to align on game design and overall vision for the game.

Game Designer – Gameloft Saigon (Ho Chi Minh City, Vietnam) Dec 2020 – April 2023

- Providing game concepts and creative solutions for clients working with Gameloft.
- Cooperate with artists and producers to provide concepts following the clients' requirements.
- Creating wireframes and documentations explaining the game objectives and mechanics.

Game Designer Intern – Gameloft Hanoi (Hanoi, Vietnam) Jan – July 2018

- **Project:** March of Empires
- Assist the project's porting game designer with debugging, documentation, and presentation.

Projects

Armored Car Strike (Unity, 3D, Android Mobile) – BrickMate Group Vietnam

- A hypercasual runner where you collect guns, upgrade your weapons, and destroy your enemies while avoiding running into obstacles.
- **My contributions:** Game designing and scripting.

Bread Delivery (Unity, 3D, Windows PC) – Personal project

- A physics-based game with car simulation mechanics.
- Players have to deliver breads on the back of a truck to different houses on the map without dropping them. The breads are also affected by physics and can easily fall out if the truck collides with obstacles.

MeoWizard (Unity, 2D, Windows PC) – Personal project

- A Bomberman-inspired game with different theme and visuals.
- Players have to plant potions to burn the boxes, make way towards the opponents, and burn them.
- A new mechanic is added to give players who first get burned can still move and plant potions for a few seconds, giving them a small second chance.
- **My contributions:** Game designing and scripting.

Peaceful Kitchen (Unity, 2D, Android Mobile) – Personal project

- A platformer battle arena game in which you constantly switch side to fight for the peace of the kitchen.
- Collect sugar cubes to transform into different kitchen appliances to defeat the enemies whether they are meats or vegetables before they can reach the fridges.
- The game won 3rd place in Gameloft Prototype Contest 2022.
- **My contributions:** Game designing and scripting.

Swinging IN SPACE (Unity, 3D, Windows PC) – Personal project

- A first-person platformer game with an emphasis on movement mechanics.
- Players have to chase and strike down a flaming orb that flies around the area as quickly as possible.
- Players can run, grapple, swing, and dash to quickly move around the area.

Education

B.S. in Game Design and Development

Rochester Institute of Technology

Psychology Minor

Graduation Date: December 20, 2019

Rochester, NY, The United States

GPA: 3.69

Skills

Game Programming Languages: C# (Unity)

Tools: Unity, Godot, Photoshop, Blender, Aseprite, Microsoft Office

Source Control: Git, Sourcetree