

Vian Nguyen

jubnuggets@gmail.com
jubnuggets.com

PROFESSIONAL EXPERIENCE

Game Designer II *Filament Games*

APR 2022 - PRESENT

- Collaborating with external clients to support their learning goals
- Leading game projects from Prototype to Gold in an agile environment
- Defining and maintaining Jira user stories and acceptance tests for QA testing
- Writing internal on-boarding materials, design templates and references for design
- Collaborating across disciplines with Producers, Engineers, UI/UX designers, Content, Art, and other teams to keep the project on scope, on budget and on time

Clients include PBS Twin Cities, BrainPOP, iCivics and University of Chicago

Embedded QA Tester *Harmonix Music Systems @ Epic Games*

NOV 2020 - APR 2022

- Tested pre-release rhythm games for defects on XBOX 1S and PS4
- Investigated defects to better support the development team in bug fixing
- Owned Art Team Scrum getting 3D art assets and animations to shippable quality

SELECTED PROJECTS

An Otter Planet *Game Designer*

2023

Proof of concept in collaboration with *Habitatique* and the *Learning Games Network*. Designed 3D adventure habitat management game. Prototyped, playtested and implemented puzzle gameplay to teach players the traits of flora and fauna. Balanced currency and populations using in-engine tools to best highlight the interconnectedness of the ecosystem and its surrounding game mechanics. Shipped on PC via *itch.io*.

iCivics: Activate! 2023 *Lead Game Designer*

2023

Prototyped and designed mobile-first game teaching kids the power of civil engagement. Developed interview style narrative design. Maintained documentation for internal dev team and external clients. Workshopped dialogue with iCivics content experts and localization QA team. Implemented character and dialogue implementation using in-engine tools. Collaborated with UI/UX to modernize iCivics menu styling and increase the game's accessibility with features like the screen reader and custom color picker. Shipped on WebGL on *icivics.com*.

Midboss: 2064 *Read Only Memories Associate Gameplay Scriptor*

2016

Worked with Lead Engineer on gameplay scripting for a modern take on old school point and click adventure games. Implemented dialogue and handled VO animations. Assisted with bug fixing and general project maintenance.

MISSION & VALUES

Deep curiosity in innovating play's ability to teach empathy and understanding in players.

Excited by interactivity's unique ability to influence a players' understanding of the world through the systems we design around them.

EDUCATION

Maryland Institute College of Art

Baltimore, MD • 2020

Bachelor of Fine Arts in Interactive Art with a concentration in Game Design.

SKILLS

Game Design

Design Documentation • UX Writing
Technical Design • Systems Design
Level Design • Narrative Design

Programming

C# • Unity • SourceTree • Github

Documentation

Jira • Confluence • Microsoft Office
TestRail • Trello

Creative

Adobe Creative Suite: Illustrator,
Photoshop, InDesign • Figma

Modeling

Blender • Rhino CAD • ProBuilder