

Vincent Nguyen

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Education

Drexel University
Bachelor of Science in Computer Science
Concentration in Game Programming and Development

Philadelphia, PA
Anticipated Graduation: June 2021
Cumulative GPA: 3.65

Skills

Programming Languages: C++, Python, Bash, C#, Java
Markup Languages: HTML, CSS, LaTeX
Software: Xcode, Bitbucket/Git, Unity, DrRacket, Adobe Photoshop and Illustrator
Operating Systems: Windows, Mac

Design Project

Computing and Informatics Project

Game Programmer and Environmental Artist

Drexel University
January to June 2017

- Collaborated with team members to produce a 2D platforming game
- Innovated unique concepts integrating music into the combat
- Organized tasks using a Gantt chart and waterfall method
- Presented playable prototypes of game that included multiple dungeon areas

Experience

Case For Smiles

Game Design Intern

Wayne, PA
May to June 2016

- Visualized a 2D endless runner in Unity
- Programmed in MonoDevelop to integrate basic game logic
- Created art for UI elements, character, and background
- Recorded weekly progress in a journal to keep employer updated

Independent Website Development

Website Designer/Developer

Paoli, PA
September 2015 to Present

- Craft pixel art for UI and gallery images
- Research online resources to build a modern interface
- Design a personal website using HTML, CSS, and Javascript
- Publish website publicly with GitHub pages (<https://vncegd.github.io/pixelart>)

Relevant Coursework

Computer Programming I, II
Systems Programming
Data Structures
Computer Graphics Imagery I
Discrete Mathematics

Computing and Informatics Design I, II, III
Web and Mobile App Development
Advanced Programming Tools and Techniques
Mathematical Foundations of Computer Science
Fundamentals of Physics I, II, III

Honors and Awards

Dean's List, Drexel University, 2016-2017
A.J. Drexel Scholarship, Drexel University, 2016-Present

Hackathons

Local Hack Day, Temple University, December 2016