

# Terry Nguyen

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## Objective

I am currently looking to join a game development team to apply my skills in planning, maintaining, developing and extending release-quality codebases. Tools development is also something that I would like to explore further.

## Skills

### Programming Languages

- C#
- C++
- Python

### Game Engines

- Unity3D
- Source
- Unreal Engine 4

### Tools

- IDE - Visual Studio and MonoDevelop
- Version Control - Git, Subversion and P4
- Continuous Integration - AppVeyor for .NET Apps
- Project Management - Trello and Github

### Libraries and Frameworks

- GTest C++ Unit Testing Framework
- Windows Presentation Foundation (WPF)
- Daikon Forge GUI
- OpenGL
- MonoGame & Microsoft XNA
- AIE Framework

### Game Design

- Game Prototype Development
- Game Documentation

## Experience

### Vordisk - Lead Programmer - *(Dec. 2013 - Present)*

- Developing in Unity3D, Unreal Engine 4
- Prototype Creation
- P2P and Authoritative Networking Logic

### Sprite Packer - Solo Project - *(May 2014)*

- Developed with WPF, .NET
- Windows UI Design and Logic
- Utilized MVVM design pattern

### Litesprite - Programming Intern - *(March 2014 - Present)*

- Developing in Unity3D
- Game UI Design and Logic
- Using Git as DCVS

### ZombieRoids - Programmer - *(May 2014 - June 2014)*

- Developed with MonoGame
- Prototype Creation
- Composed GCD and GDD

## Education

### Academy of Interactive Entertainment *(2013 - expected 2015)* - Seattle, WA

- Earned Advanced Diploma in Professional Game Development
- Supported first year class as Teacher's Assistant
- Project Management as Technical Director

### The Center School *(2009 - 2014)* - Seattle, WA

- Earned High School Diploma
- Attended Skills Center at Academy of Interactive Entertainment for C++, C#