

Dylan Nguyen | <https://www.dnguyenportfolio.com>

dylannguyen0827@gmail.com | (626)-235-6334 | [linkedin.com/in/dylannguyen1597/](https://www.linkedin.com/in/dylannguyen1597/)



WORK EXPERIENCE

Northrop Grumman Software Engineer Intern – Redondo Beach

June 2022 - August 2023

- Led a unit testing team in increasing time efficiency for developers in the workplace with over 2500 unit tests
- Documented and laid out the framework for any future unit testing endeavors within that sector
- Responsible for automating full Test Procedures used to smoothen product deployment cycles within the CI/CD pipeline

Video Game Development Club Design Officer — University of California Irvine

March 2024 - Present

- Experience with general operations and administrative support within VGDC
- Responsible for creating and leading design workshops dedicated to teaching students different aspects of game design
- Active board member responsible for making executive decisions on club activities such as creating events, hosting meetings, and acquiring guest speakers.



PROJECTS

ArcherFish — Gameplay Designer/Writer, Programmer (2022)

<https://goozmabackatitagain.itch.io/archerfish-school-project>

- In charge of story direction/narrative writing for the game and worked out branching storylines for player choices
- Restyled the game's core gameplay loop after complications arose regarding workload

Celestial Clash — Lead/Technical Game Designer (2023)

<https://dtrmgiraffe.itch.io/celestial-clash>

- Led fellow designers by heading department team meetings, creating design concept templates, and making executive decisions for the game
- Responsible for designing a majority of moveset concepts for the fighters
- Organized a series of playtests and in-houses for the game's major updates to maintain balance between fun and competitiveness of the game
- Helped developers technically implement moves in Unity - hitbox, balancing, and animation implementations
- Played an integral part in mediating the communication between departments, ensuring that the team was on the same page



EDUCATION

University of California Irvine — Game Design & Interactive Media, B.S.

August 2021 - June 2025

SOFTWARE/GAME DESIGN SKILL

- Unity
- Level Design
- Game Design Documents
- Gameplay Balancing
- Atlassian Tools
- Scrum/Agile
- C#
- Python
- Test Automation

ADDITIONAL SKILLS/INFO

- Audio/Visual Trainer for the UCI Student Center
- Experience with leadership and communication
- Years of experience in Esports

FAVORITE GAMES

- VALORANT
- One Step From Eden
- Vampire Survivors
- Lethal Company
- Project Winter

OTHER PROJECTS

- [Dreaded Dark](#) - Gameplay Designer (2022)
- Fantisea - Project Manager and Gameplay Designer (WIP)
- The Brilliant Detective Milo - Lead Gameplay/Puzzle Designer