

Ben Nguyen

Game Design & Development

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EXPERIENCE

SAIC, Remote — *Unity Game Developer*

APRIL 2021 - PRESENT

Develop Unity/C# games for clients in the government sector (Military, DevSecOps)

VisionThree, Indianapolis, IN — *Unity/C# UI Developer*

OCTOBER 2018 - APRIL 2021

Created digital experiences and AR/VR applications in Unity for businesses as a developer for KODEX (kodexinteractive.com) and V3 CORE Training (linkedin.com/showcase/v3coretraining/)

Indiana University (IUPUI), Indianapolis, IN — *Teaching Assistant*

AUGUST 2017 - OCTOBER 2018

Taught lab sections for JavaScript programming.

iD Tech, Campbell, CA — *Game Development Instructor*

MAY 2017 - JULY 2018

Taught Unreal Engine, GameMaker Studio, and Maya development to middle and high schoolers over the course of two summer sessions.

PROJECTS & PORTFOLIO WORK

Game Development Portfolio, bennguyen.dx.am

Independently developed and published several games using Unity.

EDUCATION

Indiana University (IUPUI), Indianapolis, IN — *Game Development*

AUGUST 2016 - DECEMBER 2018

Selected as Chancellor's Scholar for having the highest graduating GPA in the undergraduate class in February 2019.

SKILLS

Very experienced with **Unity** for video game and AR (augmented reality) development.

Proficient in **C#, HTML/CSS, JavaScript**, and able to quickly learn other programming languages as needed.

Well versed with many creative software packages such as **Photoshop, Illustrator, Krita**, and **Maya**.

AWARDS

Dean's List for every semester attended at IUPUI.

Green Belt Certification awarded by Lockheed Martin Missiles & Fire Control in November 2012.

REFERENCES

References are available upon request.