

# Bryan Nguyen

## Video Game Designer

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## COMPLETED PROJECTS

### **Awakened** - *August 2023*

A 3D puzzle adventure game built in the Unreal Engine for the PC.

- Created concept art for the environment.
- Created scenes for the opening and ending cutscenes.

### **George Mason: A Declaration of Rites** - *December 2021*

A puzzle platformer built in Unity featuring four player co-op for the PC.

- Designed the levels for the second floor and boss.
- Incorporated art assets to match the theme and style of the game.

### **King of the Anthill 2** - *May 2021*

A 2D puzzle platformer built in Unity for the Nintendo DS.

- Created the tileset for the background.
- Implemented the UI to work with touch controls.

### **King of the Anthill** - *April 2021*

A 2D wave based shooter built in Unity for a fictional device called the Figment.

- Created background assets.
- Implemented the UI to fit within the constraints of the handheld device.

## EDUCATION

### **George Mason University, Fairfax, VA** - *BFA in Computer Game Design*

Expected in December 2024.

## SKILLS

### **Software**

- Unreal Engine
- Unity
- 3DS Max
- Blender
- Adobe Photoshop
- Adobe Illustrator