

Bryan Nguyen

Video Game Designer

(571) 247-8469 Fairfax VA

bnguyen467z@gmail.com

bnguyenportfolio.wordpress.com

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