Vian Nguyen

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EDUCATION

Maryland Institute College of Art   **MAY 2020**
Bachelors of Fine Arts in Interactive Art with a concentration in Game Design   Baltimore, MD

PROFESSIONAL EXPERIENCE

Amaze Escape   **DEC 2024 - NOW**
Game Manager   Boston, MA

- Greeting customers and providing necessary play briefing and safety protocols
- Maintaining and organizing escape room props, puzzles and technical elements
- Collaborating with owners to iterate and improve upon current puzzle flows and solutions
- Facilitating processes for improving team communication and documentation of feedback

No Lies Please LLC   **APR 2024 - NOW**
Lead Game Designer   Boston, MA

- Developing game systems for a narrative educational game about misinformation
- Creating design documentation for internal cross-discipline documentation
- Designing playtest protocol and feedback framework for testing with students
- Collaborating with teams to create meaningful and relevant play experiences
- Rapid prototyping and wireframing narrative system design experiences
- Managing the scope and timeline of a playable proof of concept, technical demo and gameplay trailer

Filament Games   **APR 2022 - JAN 2024**
Game Designer II   Remote, WI

- Designed educational games with external clients for school aged children
- Lead mobile and web game projects from Prototype to Gold in an iterative and agile environment
- Defined and maintained Jira user stories and acceptance tests for QA testing
- Wrote internal on-boarding materials, design templates and references for the design department
- Collaborated across disciplines with Producers, Engineers, UI/UX Art, and other teams to
  keep the project on scope, on budget and on time

Harmonix Music Systems @ Epic Games   **NOV 2020 - APR 2022**
Embedded QA Tester   Boston, MA

- Reported, investigated, reproduced, and regressed defects
- Collaborated with cross-department developers and other project staff to define acceptance criteria
- Provided clear, concise and constructive feedback on games and features under development
- Created and executed test plans for features of the game on PC, XBOX One S and PS5 Game Consoles

OTHER

Skill

Game Design	Documentation, UX Writing Technical Design, Systems Design, Level Design, Narrative
Programming	C#, Unity, SourceTree, Github
Documentation	Jira, Confluence, Microsoft Office, TestRail, Trello
Creative	Adobe Creative Suite: Illustrator, Photoshop, InDesign, Figma