

# Andy Truong

15094 Gaffney Circle, Gainesville, VA 20155

571-217-6110 | [truong.andy7@yahoo.com](mailto:truong.andy7@yahoo.com) | [www.andytruonggames.com](http://www.andytruonggames.com)

A diligent and passionate individual, with a knowledge in game programming, looking to utilize and expand into a collaborative work environment to produce creative and astonishing game titles. Maintains a strong work ethic, engaging in cooperative activities, and taking initiative to ensure quality output.

## SKILLS

- Programming Languages: Experienced with C# programming
- Game Engines: Experienced with Unity Engine 3D, previous experience with Unreal Engine 4
- Software: Visual Studio, Git, 3Ds Max, Maya, Adobe Photoshop, After Effects, Shotcut
- Other Software: Microsoft Word, PowerPoint, Excel

## WORK EXPERIENCE

Internship – Time for Art Studio, LLC, Fairfax, VA Spring 2020. Intern under Theodore R. Prawat as lead programmer responsible for UI implementation, interactive game play mechanics, assisting in project management, diagnosing and troubleshooting any existing bugs.

## PROJECTS

**-Starbot Showdown (2020):** An ongoing GMU-themed arcade game made with Unity Engine 3D with a class of 30+ Game Design students.

**-Brick Free (2019):** A *LEGO*-inspired, free roaming escape room, created with 6 other Game Design students.

**-Code Breakers (2020):** A first-person, Sci-Fi puzzle game, created with 2 other people in only 2 months with Unity Engine 3D.

**-Lucid (2019):** A first-person dream simulator made in Unity Engine 3D with 3 other students for our first academic game project.

**-Simon X's Space Station (2019):** A side-scrolling runner, created with 2 other students for an academic project.

**-The Inquest (2019):** A first-person horror maze game, worked on as a solo project over the summer of 2019.

## EDUCATION

George Mason University, Fairfax, VA

Expected May 2021

Bachelor of Fine Arts, Computer Game Design

- Cumulative GPA of 3.50.
- Recognized under the Dean's list for 2 years in a row.
- Previous experience as a programmer in the Game Analysis Design Interest Group.
- Co-founder of IndiCrow Studios, a small independent group of game design students.

Northern Virginia Community College, Manassas, VA

Fall 2014 – Summer 2016

Associates of Science, Applied Computer Science in Computer Game Design