

# Andy Truong

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A diligent and passionate individual, with 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.

## Technical Skills

**Languages:** C# (2 Years)

**Software:** Visual Studio Code, GitHub, Shotcut, Microsoft Office

**Game Engines:** Unity Engine 3D, previous experience with Unreal Engine 4

## Work Experience

**Junior Programmer** *May 2020 – December 2020*, FlyGuy Interactive LLC, Manassas, VA

**Roles:** Contract work as a junior level programmer responsible for gameplay and UI coding, assisted in preserving metrics acquired through gameplay. Assisted in the design process, helped with bug control, and ensured correct documentation of social and emotional evaluation tools for kids.

**Lead Programmer** *Spring 2020*, Time for Art Studio, LLC, Fairfax, VA.

**Roles:** Spring intern, as lead programmer responsible for UI implementation, interactive game play mechanics, assisting in project management, diagnosing, and troubleshooting existing bugs.

## Projects

**Starbot Showdown (PC) 2020**

**Roles:** Programming Lead, UI Programmer

**Languages:** C#

**Misc:** A 3D top-down action game where you play as food delivery robots to defeat others with food explosives. Worked with 30+ students for a class project where I led the programming team and collaborated with other design leads to ensure quality output for the game.

**Brick Free (PC) 2019**

**Roles:** Gameplay Programmer, UI Programmer, Design Lead, Project Lead

**Languages:** C#

**Misc:** A *LEGO*-inspired, 3D escape room, created with 6 other students, including artists, designers, and sound engineers. First personal project as a group, I managed the team and delegated tasks weekly and completed it within a semester of classes on our personal time.

## Education

George Mason University, Fairfax, VA, *Expected May 2021*

Bachelor of Fine Arts, Computer Game Design

Northern Virginia Community College, Manassas, VA, *Fall 2014 – Summer 2016*

Associates of Science, Applied Computer Science in Computer Game Design