

Kevin Phan

Game Design Programmer

25932 Lily pad Lane
South Riding
VA 20152

Professional Summary

A Game Designer Programmer with over 2 years of experience of designing 2D and 3D video games, and 5 years of programming experience.

Experience

Teacher Assistant and Co-developer Feb 2022 – Jan 2023

Mason Game & Technology Academy | Fairfax, VA (On-site)

- Worked under direction and guidance of supervisor
- Taught students how to design games on Roblox Studio using programming fundamentals in coding and level design
- Independently developed tutorials and ways to improve the courses on MGTA's Roblox website

Restaurant Server

Aug 2016 – Mar 2020

Bonchon | Chantilly, VA

- Actively engaged and served food and drinks to customers
- Handled phone call orders while maintaining work environment
- Provided customer service in a fast-paced environment

Education

George Mason University

Aug 2018 – Dec 2022

Bachelor's Degree | Computer Game Design

- **GPA:** 3.6
- **Academic Projects:**

- As the class lead programmer, I worked on player mechanics, level interaction, and UI interface. I assigned tasks to other programmers on enemy mechanics and camerawork to create a 2.5D Platformer Ghost Hunting at GMU using Unity.
- Utilized Unreal Engine to create two 3D games under the category of horror using their blueprint system as well as their UI functions.
- Utilized Construct 3 to create two 2D games of drag and drop of a restaurant and a top-down adventure space game
- Used Microsoft Office's programs to create pages of game documents, asset lists, and scheduling via Microsoft Word and Excel

Contact

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Key Skills

Application Coding
Game Development
Scripting
3D Modeling
2D Pixel Art

Programs

Unity Engine
Unreal Engine
Construct 3
3DS Max
FL Studio
Audacity
Piskel
Microsoft Office
Microsoft Excel

Coding Languages

C#
Java
Python
HTML
CSS