TOMMY NGUYEN

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## PROFESSIONAL SUMMARY

## Highly motivated game designer and tester skilled in documentation and working on collaborative team projects. Excellent communication skills coupled with problem solving skills have helped me effectively work cooperatively in a team environment as well as independently. Able to finish all tasks by maintaining a positive outlook and energy in a timely manner. I’m looking forward to elevating player experiences by using critical thinking skills to expand on features and ideas, creating games that last.

## TECHNICAL SKILLS

* Jira and ClickUp
* Microsoft Office Suite
* Trello
* Google Drive
* Unity

## PROJECTS

## Vegas Infinite | LuckyVR, Toronto, ON | October 2023 – November 2023

* Frequently tested assets such as prop animations and interactions to ensure that they were functioning as intended
* Worked and tested alongside various QA leads and gained experience across different features of the game
* Any issues found were quickly documented with detailed descriptions, logs and media to showcase the problem
* Communicated with team members to pinpoint and recreate each bug in a timely manner
* Repeatedly tested common player actions to reveal any potential problems and reported them to QA leads
* Extensively used Jira to create bug tickets detailing the issues and the steps to reproduce it
* Regularly, spoke up during stand-up meetings to discuss daily tasks and planned for future tests
* Routinely completed bug reports for the QA team to review and consider during their test plans

## Fandominion | Sheridan College, Oakville, ON | September 2022 – April 2023

* Frequently tested assets such as character animations and UI to ensure that they were functioning as intended
* Any issues found were immediately documented with detailed descriptions and media to showcase the problem
* Communicated with team members to pinpoint and recreate each bug in a timely manner
* Repeatedly tested common player actions to reveal any potential problems
* Worked alongside programmer to help highlight how certain game features interacting, caused certain issues
* Applied critical thinking skills to brainstorm alternative solutions to resolve bugs
* Used Clickup to create tasks of each bug found with a description of the bug and how to reproduce it

**From Dusk till Dawn** | Sheridan College, Oakville, ON | March 2021 – March 2021

# Developed and successfully completed a game in four days together with a team

* Reported several bugs in the final game by exploring parts of the level in a loop exposing game breaking issues
* Communicated closely with our programmer to resolve documented bugs prior to release

## EDUCATION

**Bachelor Of Game Design**

Sheridan College, Oakville, ON September 2019 to April 2023

* Graduated May 2023