

ANNA NGUYEN

ASSISTANT PRODUCER

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Assistant Producer with technical background in creating digital experiences. Experience with using SCRUM on multi-disciplinary teams, large and small. Looking to work for digital media agencies exploring the boundaries of play.

WORK EXPERIENCE

ASSISTANT PRODUCER / NetherRealm Studios / 10.2016 – 7.2017

Manage day-to-day operations for localization, business intelligence/analytics, and audio

- Establish business intelligence development pipeline using SCRUM principles to expedite reviewing, reconstructing, and instrumenting 10+ existing and 5+ new schemas 5 months before launch
- Assist in communicating the effect of bottlenecks from other disciplines to production by surveying key data points for Sound Department and assembling scripts to automate charts
- Minimize complications in localization effort by analyzing the impact of game features on translations and negotiating JIRA issues reported by the vendor

RESEARCH PROJECT MANAGER / Drexel University Digital Media Dept. / 6.2015 – 11.2016

Led 5 students to develop two 2D serious games in Unity3D

- Met research objectives by forming the end user experience and critiquing game design decisions
- Conducted active studies and playtest sessions on 30+ volunteers through project lifespan by planning sprints and weekly meetings to prioritize core game features
- Created and revised 2 research protocols, involving 10+ documents, for human subjects by collaborating with primary investigator and Drexel University Internal Review Board

WEB DESIGNER / Drexel University Electrical & Computer Engineering Dept. / 5.2014 – 6.2016

- Increased department activity on social media and monitors by designing and publishing digital marketing materials, such as digital signs, e-newsletters, etc.
- Improved usability of 4 websites by employing usability testing methods, such as card sort, heuristic evaluation, and surveys, to restructure information architectures
- Assessed existing news value to suggest and execute additional digital media-based projects

PROJECT EXPERIENCE

PRODUCER / Gygan Reign / 3.2014 – Present

Presented at Intel University Games Showcase in March 2015

Worked with 11 students to develop a 3D real-time strategy game in Unity3D

- Direct development from idea to live product in 6 months by collaborating with team, creating product backlog, and managing the Scrum task board
- Establish and improve production pipeline to reduce slack time by modifying development models to complement team composition
- Propose project schedules for the development team, including milestones and deliverables

PROJECT MANAGER / Morpheus / Jan. 2015 – Jun. 2015

Led 5 students to develop 3D puzzle game in Unity3D

- Facilitated discussions about design and development by focusing agenda on core game mechanics
- Led development towards creating two versions for A/B testing by identifying problems with usability
- Informed team of changes in development during weekly meetings by updating design documents with art, design, and programming decisions

PROJECT MANAGER / The Unseen / Jan. 2014 – Mar. 2014

Presented at Intel University Games Showcase in March 2014

Led 30 students to develop a 3D first-person sci-fi horror game in Unity3D

- Monitored slack time and halts in 300+ tasks by reviewing Gantt chart
- Collaborated with art lead by assisting with defining aesthetic for 3 levels, reviewing 100+ assets, and teaching techniques
- Formulated playtest session goals and scripts with game designers by relaying information about completed features

EDUCATION

DREXEL UNIVERSITY MS Digital Media / 2015 – 2016

BS Game Art & Production / Psychology Minor / 2011 – 2015

SKILLS

Adobe Creative Cloud *Photoshop, Illustrator, Dreamweaver, AfterEffects, Flash*

Autodesk *Maya, Mudbox*

Game Engines *Unity3D, Game Maker*

Other Software *JIRA, Confluence, Trello, Slack, Modo, Perforce, Git*

Programming Languages *HTML5, CSS3, Visual Basic, C++, Java, Python*

Project Management *SCRUM, Waterfall Model, Gantt Charts, Game Development & Documentation*