

# Loc-Nguyen Xuan Doan (Justin)

Costa Mesa, CA

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<https://justindxln.github.io/>



## SKILLS

- **Software development:** C#, C++, JIRA, Confluence, Git
- **Unity:** Unity Engine, Unity UI, Unity Timeline, DOTween
- **Unreal Engine:** Unreal Engine 4, Blueprints, Unreal Motion Graphics, Timeline
- **Media Editing and Production:** Adobe Premiere Pro, Adobe Audition, Ableton Live, Aseprite

## PROFESSIONAL SUMMARY

- Software engineer with 4 years of professional experience
- Worked on successful mobile games with many having 5M+ downloads on Google Play Store
- Great attention to detail and performs well on visually oriented tasks
- Strong professional communication skills
- Able to quickly pick up new technologies, and enjoys problem solving in programming
- Known for writing clean code that minimizes technical debt

## PERSONAL PROJECT

**Endless Runner Game – C++ and Blueprint Engineer**, Game Designer

*United States, 2022*

- Picked up Native **C++** and **Blueprints** for Unreal Engine by reading documentation
- Implemented various **gameplay systems** in **C++**
- Implemented dynamic **HUD system** in **C++** and **Blueprint**

## WORK

**Jackpot Interactive – C# Engineer**

*Singapore, 2017 - 2021*

- Prominent projects: Word Forest, Word Pets, Hot Vegas Slots, Bingo Heaven (visit my linked website or scan the above QR code to see more)
- Implemented and extended **gameplay** and **UI** systems following specifications and mock-ups, using **C#** in **Unity Engine**
- Designed and implemented extra **animations** and **visual effects** for gameplay and UI
- Communicated with colleagues in other roles including QA, Technical Artists, Designers, and Producers to ensure gameplay features are implemented correctly

**Delta Duck Studios – Intern**

*Singapore, 2016 - 2017*

- Collaborated with other interns to brainstorm and iterate gameplay ideas for 4 minigames for children under a child development research project
- Implemented gameplay systems using **C#** in **Unity Engine**

## EDUCATION

**National University of Singapore – BSc Computer Science (Honors)**

*Singapore, 2012 - 2016*