DOUGLAS NGO II

GAME PROJECT MANAGER & DEVELOPER

/ CONTACT DETAILS

>> Email
>> LinkedIn
>> Itch.io

Mobile No.   571-414-8104

/ EDUCATION

>> Drexel University
Bachelor of Science | Game Design and Production
GPA 3.41 | Expected Graduation: June 2024

/ ABOUT ME

Current Drexel University student, I practice development as well as team leading. My charismatic nature and technical knowledge makes for an effective leader and developer, allowing me to direct production while also developing and designing video games.

/ SKILLS

- Project Management
- C# coding in Unity
- C++ coding in Unreal
- Designing 2D art in Adobe Illustrator and Photoshop
- Audio editing in Adobe Audition
- Video editing in Adobe Premiere and DaVinci Resolve
- Sculpting in Pixologic ZBrush
- Modeling and Rigging in Autodesk Maya
- Texturing in Adobe Substance Painter

/ EXPERIENCE

>> Team Lead & Developer | Ricochet Ronin
September 2022 - Present
- Implements the SCRUM Pipeline in a small team environment
- Effortlessly delegates tasks
- Navigates obstacles to production
- Leads Development directly as well as as creates code base for mechanics
- Coordinates multiple sprint planning meetings and breakout workshop sessions

>> Project Manager | Animation Collaboration with Drexel Collection
September 2022 - Present
- Flexibility and eagerness handling spontaneous needs for the program
- Created entire pipeline and systems
- Merges pipeline successfully with pre-existing curriculum and systems
- Actively communicates with industry professionals for feedback

>> Team Lead & Developer | Litterbox Games
January 2021 - Present
- Represents a team of Independent Game Designers, leading presentations to industry professionals
- United a team of peers and leads production to publish a mobile game: JubiLite
- Coordinates multiple weekly sprint planning meetings

>> Game Developer Intern | TeachMeTV LCC
March 2022 - September 2022
- Communicated effectively with management, educators, and customer representatives to develop four interactive, educational video games experiences for children

>> Design Team Intern | Openforge LLC
March 2021 - September 2021
- Designed and implemented 20 assets
- Integrated seamlessly into SCRUM pipeline
- Fluently worked between in-person and remotely

>> Contracted Developer | Microsociety Inc.
January 2020 - June 2020
- Mastered working independently, self-sufficiently, and remotely to meet weekly deliverables
- Created functionality for board game asset