

Nathan Huynh

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PROJECTS

Spellgun Sprint

Role: Level Designer

Nov 2024 to Jan 2026

- Designed, integrated, and iterated complex levels in Unreal Engine leveraging playtest feedback
- Coordinated with programmers and designers to tailor levels for player abilities
- Prototyped level layouts with primitive shapes and the Unreal 5 Terrain Editor

Ghost for Hire

Role: Lead Designer

Aug 2023 to Mar 2024

- Supervised the aggregation of design ideas to address design challenges
- Greyboxed level designs in Unreal Engine 5 and organized final level assets
- Documented mechanics and player/ability metrics
- Uploaded onto Steam with overall positive reviews

Cat's Meow

Role: Lead Designer

Apr 2023 to May 2023

- Directed the design efforts for a game developed from interpreting an incomplete game concept
- Created top-down level design documents and minigame concepts for reference

Welleschaft II

Role: Level Designer

Mar 2023 to Apr 2023

- Reworked level designs from previous game versions to fulfill quality of life suggestions
- Coordinated with programmers to adjust level structure with tweaking player metric

Undertow

Role: Level Designer

Feb 2023 to Mar 2023

- Led level design creation in accordance to industry level design principles
- Collaborated with programmers to build efficient environmental tutorials

SKILLS

- **Software Proficiency:** Unreal Engine 5, Unity, Blender, Autodesk Maya, Adobe Photoshop
- **Code Experience:** C#, C++, C, Java, Python, JavaScript, HTML, CSS, Lua

EDUCATION

University of California - Santa Cruz

Sept 2022 to Mar 2024

Games & Playable Media M.S.

University of California - Santa Cruz

Sept 2017 to Jun 2021

Art & Design: Games & Playable Media B.A.