

# LONG NGUYEN HUU

Game designer  
Gameplay programmer

## EDUCATION

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2015 – 2016

**Postgraduate degree in  
video games and transmedia**  
Gobelins (Paris) - Enjmin (Angoulême, France)

4 team projects from concept pitch to demo

2011 – 2015

**Double degree of MSc in Engineering**  
Supélec (France) - Keio University (Japan)

Fundamental engineering knowledge  
Research on Artificial Intelligence for 2D packing

## PROJECTS

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### Mars 21

2-player cooperative 2D platform game

Platform: PC, Engine: Unity

### Cyberlepsie

Dystopian narrative computer desktop simulation

Platform: Browser

### Manga-ville

Visual Novel / RPG to learn Japanese characters

Platform: Android / iOS, Engine: Unity

## PROFESSIONAL EXPERIENCE

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August – December 2016

**Internship at Crazy Monkey Studios, Belgium**

Guns, Gore & Cannoli 2, platformer-shooter

PC, Xbox One, PS4 (Unity)

Level design, Enemy design/programming, AI navigation

August – September 2014

**Internship at Platinum Egg, Japan**

Kyub, isometric puzzle-platformer

Xbox One (Unity)

Level design, Puzzle design, UI programming

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## SKILLS

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### Design

Game design, Level design  
UI and UX design

### Computer languages

C#, C++, Python, Lua, Java  
HTML5, Javascript, CSS

### Game programming

Gameplay, AI, User Interface  
Custom editor tools for Unity:  
task automation, debugging and build

## TOOLS

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### Game engines

Unity (3 years)  
Unreal Engine 4 (2 years)

### OS

Windows 10, OS X, Ubuntu  
Various automation tools

### Development

JetBrains IDE, Visual Studio, Sublime Text  
SmartGit, SourceTree, PlaticSCM

### Graphics

Affinity Designer, Illustrator, Inkscape  
Blender, Premiere

## LANGUAGES

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French Native

English Fluent

Japanese Intermediate (JLPT N2)

German Beginner - intermediate

## INTERESTS

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Manga and Japanese animation  
Puzzles and Board games