David Nguyen

QA Game Tester

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WORK EXPERIENCE

Software Tester – *Encora at Google*
Jun. 2022 – Present │ Biometric Security
- Regularly identified vulnerabilities in biometric security system to generate false positives in model beyond 80% confidence via ADB commands and terminal on Linux.
- Assessed more than 280 unique face capture sessions per sprint cycle, ensuring precise results through rigorous environment calibration.
- Reduced testing workflow by 15% through the injection of mock data into phone hardware via ADB and Bash on Linux.
- Used internal Google issue tracker (Buganizer) to track tasks and report bugs, ensuring timely completion of project goals.
- Collaborated to meet deadlines in fast-paced SCRUM-like environment.

PROJECTS

Lead Game Designer / QA Tester – *Salad Dressing*
Jan. 2022 │ Management Simulator
- Wrote notes on bugs, made concise reports on findings.
- Developed with team of 6 during Global Game Jam within 48 hours.
- Performed various roles during development.
- Designed core mechanic to express the given theme with scope and team capability in mind.
- Adjusted timer values to encourage player strategy while maintaining fair game balance.

Level Designer / QA Tester – *Pasinko*
Oct. 2021 │ Themed Pachinko
- Validated difficulty modes for both quality and functionality before finalizing.
- Developed with team of 8 during Ludum Dare 49 game jam within 72 hours.
- Designed core mechanic to express the given theme while also accommodating the team's personal objectives for the game jam.
- Designed level layout with increasing complexity for several difficulty modes.

Game Designer / QA Tester – *Typocrypha*
Dec. 2019 – Jun. 2022 │ Dungeon Crawler / Typing Game
- Found bugs in dungeon exploration, proposed solutions to mitigate errors.
- Co-designed attack cards and card-hand queueing system.
- Designed core game loop and surrounding systems.
- Designed levels for dungeon traversal.

EDUCATION

University of California Santa Cruz, June 2019
BA - Art and Design: Games and Playable Media
Dean's Honors Winter 2017, Spring 2018

De Anza College Online, July 2020 - June 2022
Courses: Advanced Python Programming, Intermediate Programming Methodologies in C++, Data Abstraction and Structures

SKILLS

Software: Jira, Linux, Unity, Slack, Trello, Microsoft OfficeSuite, Google Workspace, Discord
Technical: Python, Java, C#