

Andrew Tran

Technical Game Designer

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PROJECT EXPERIENCE

Game Designer

Dec '25 - Present

Race To The Portal

- Used **Blueprints** to program and implement gameplay mechanics
- **Designed 2 racing levels** to have an essential amount of gameplay
- **Integrated feedback** from play testers to further polish the game

Technical Game Designer

Sep '24 - Sep '24

Enter If You Dare

- **Programmed enemy script** behavior in C# to enhance player experience
- **Developed 3rd person-player functionality** with cameras and player movement to match the gameplay style
- Mapped out **3 maze-like levels** to promote the idea of exploration

Technical Game Designer

Jul '24 - Aug '24

Lumis and Nox

- Created **one type of UI** to be used for 15 levels for universal usage
- Integrated **10+ audio assets with C#** to achieve satisfaction with sound effects
- **Structured the use of GitHub** for regular project updates to increase team collaboration among 4 members

EDUCATION

B.A in Games and Interactive Media

Sep '20 - Apr '24

Michigan State University

East Lansing, MI

- Minor in Game Design and Development (Sep 2022 – April 2024)

SKILLS

Programming Languages: C#, C++, Blueprints

Game Design: Level Design, Technical Design, Gameplay Design

Game Engines: Unity, Unreal