Tera Nguyen

Program Manager, **Certified Professional Scrum Master**
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EXPERIENCE

Jan - May 2019

Games For Change | **Producer** | Pittsburgh, PA
Spring '19 project between Carnegie Mellon and Games For Change
- Led an interdisciplinary team of 6 to develop a web app game about art and civic engagement for 50-100 people to play together at the Games For Change Festival 2019.
- Created success metrics for rapid prototyping and user-testing.

Aug - Dec 2018

Carnegie Mellon University | **VR/AR Head Teaching Assistant** | Pittsburgh, PA
- Scheduled and removed roadblocks for a cross-functional team of 11 Teaching Assistants to support 79 graduate students in shipping their VR and AR games.
- Spearheaded and contributed to a Wiki documentation on VR/AR best practices and platforms (Vive, Oculus, Hololens, Meta II, Magic Leap, Leap Motion, Daydream, ARKit) - now used daily by students and faculty.
- Launched "Faculty Talk Series" and workshops to enhance VR/AR learning and coordinated a VR/AR festival to showcase 20+ student projects to industry professionals.

Aug - Dec 2018

Google | **Experience Designer** | Pittsburgh, PA
Fall '18 project between Carnegie Mellon and Google
- Collaborated with an interdisciplinary team of 6 to design a cocktail-matching application using Google Assistant, Lenovo tablet, and Philips Hue smart lights.
- Product is planned to be installed at the Google Experience Centers in 2019.

Jan - May 2018

CTRL-labs [series A, $39M] | **Producer** | Pittsburgh, PA
Spring '18 project between Carnegie Mellon and CTRL-labs
- Led an interdisciplinary team of 6 to design 3 desktop games on Unity3D for client's Machine Learning product, and ensured timely deliverables that met expectations.
- Developed competitive analysis, success metrics for 70+ user interviews and testing sessions, and design documentation.
- Managed client relationship - Client is interested in a follow-up project in 2019.

2014 - 2017

Steelman Partners | **Brand Designer** | Ho Chi Minh City, Vietnam
- Facilitated a hardware prototyping process of skill-based casino game consoles, launched at Global Gaming Expo (G2E) 2016, Las Vegas.
- Designed and built 5 international casinos in United States and Southeast Asia..
- Received "Exceed Expectations," SP's highest performance rating from '14 - '17.

EDUCATION

2017 - May 2019

Carnegie Mellon University, **Entertainment Technology Center** | Pittsburgh, PA
Master of Entertainment Technology

2009 - 2013

Arizona State University | Tempe, AZ
Bachelor of Science in Interior Architecture

RECOGNITION

2018   Professional Scrum Master 1
2018   Semi-Finalist, Disney Imaginations