

TERA NGUYEN

Interaction Designer | thnguyen@andrew.cmu.edu
www.tera-nguyen.com

OBJECTIVE

Looking for an Interaction Design internship summer 2018 to combine my experience in UX design and graphic branding

SKILLS

User Experience Design
Rapid Prototyping
User Testing
Visual Communication
Architectural Design
Digital Fabrication
Interdisciplinary Collaboration
Agile Project Management

Programming

HTML5, CSS

Design

Maya, Unity
Photoshop, Illustrator, Indesign
Sketch, Figma, Adobe XD
Balsamic, Omnigraffle, Webflow
Premier, After Effects
AutoCAD, SketchUp

Office

Word, Excel, Powerpoint
Google Docs, Sheets

Languages

English, Vietnamese

RECOGNITION

2018 Disney Imagineering,
Semi-Finalist

2014 Macy's MBA Marketing
Challenge, Third Place

2013 ASU Design Excellence

EDUCATION

Carnegie Mellon University, Entertainment Technology Center (ETC)
2017 - May 2019 | Master of Entertainment Technology with a focus on HCI, VR/AR, game design, and visual storytelling

GAME & UX DESIGNER, PRODUCER

Rapid prototype and playtest new interactive experiences every 1-2 weeks using Maya and Unity engine with a variety of platforms: HTC Vive, Fove, Oculus, Hololens. Work in multiple teams of 5 to practice interdisciplinary collaboration and leadership skills

Apply my experience in architecture and user experience design to create virtual thematic environments and engaging interactions for VR/AR

Create diagrams, journey maps, design documentations, and use Agile methodology to program manage the team's schedule and tasks

Current Project: Designing interactive experiences for a neural-interface device from a series-A funded startup

Arizona State University

2009 - 2013 | B.Sc in Interior Design, Accredited Program

EXPERIENCE

Steelman Partners

A leading firm in casino and entertainment architecture based in Las Vegas

BRAND DESIGNER

2014 - 2017 | Received "Exceeded Expectations," SP's highest performance rating for all years

Led market and consumer research, and proposed architectural design strategies for 5 multi-billion-dollar projects of over 300 acres land each

Produced over 30 architectural proposals and collaborated with highly cross-functional teams from Las Vegas, Macau, and Vietnam to design upscale international hospitality, commercial, and residential projects that are in construction today

Acted as a sole liaison between the company, investors, and government agencies to handle contracts and deliver design and budget submissions

MANUFACTURING COORDINATOR

Managed a process of manufacturing skill-based slot machines for Competition Interactive LLC, launched at Global Gaming Expo (G2E) 2016