

BRYAN NGUYEN

Buena Park, CA | bryanmtnguyen@gmail.com | www.linkedin.com/in/bryanmtnguyen
bryanmtnguyen.com

Narrative designer and writer with 4+ years of experience designing quests, dialogue, and worldbuilding for narrative-driven RPGs and interactive experiences. Skilled in narrative design, environmental storytelling, and cross-disciplinary collaboration, with technical experience integrating narrative systems directly into gameplay, exploration, and player progression.

SKILLS

Narrative, Unity, C++/C#, Prototyping, Perforce, Figma, Twine, Miro, Monday, Trello, Microsoft Suite, Photoshop, Illustrator

PROJECT EXPERIENCE

Mantle | Director

May 2024 - Sept 2025

- Directed a 25-person cross-disciplinary team in developing a narrative-driven 2D first-person experience focused on immersive, gameplay-integrated storytelling
- Created and documented an original fictional universe featuring distinct cultures, social systems, supernatural rules, and character relationships
- Designed narrative beats and player-facing storytelling moments that reinforced progression, immersion, and evolving player perspective

Cards of Heart | Environmental Narrative Lead

May 2023 - May 2024

- Designed quests, exploration activities, and character-driven narrative content for a cozy RPG focused on emotional wellness, discovery, and player interaction
- Wrote dialogue and environmental storytelling for 8+ NPCs, crafting distinct voices, personal arcs, and quest-based interactions that encouraged exploration
- Developed the project's narrative documentation pipeline, translating story content, quest structure, and gameplay narrative beats into clear guidelines for teams
- Collaborated with a 30+ person interdisciplinary team to align narrative pacing, gameplay systems, and worldbuilding within a one-year production schedule

The Admiral | Game Developer, Lead Programmer

Aug. 2023 – Dec. 2023

- Designed and implemented a narrative experience centered on grief, using gameplay-driven storytelling and interactive pacing to support emotional beats
- Partnered with Berklee College of Music to integrate an original score that heightened dramatic tension and amplified the game's emotional rhythm
- Presented The Admiral at the 2024 USC Games Expo, recognized for its evocative storytelling, audiovisual cohesion, and mature narrative themes

Darby's Circus | Lead Programmer, Game Designer

Sep. 2022 - Dec. 2022

- Worked closely in a 3-person team to make a game with a brief and complete narrative arc about finding the confidence to take control of one's own life
- Implemented key gameplay systems—including character control, inventory management, and cutscene animation—to reinforce narrative intent and player immersion
- Conducted and analyzed playtests at USC's Games Innovation Lab, applying UX-driven insights to refine story pacing, clarity, and emotional impact

EDUCATION

MFA, Interactive Media and Game Design, University of Southern California, USC Games

Aug. 2022 – May 2025

Relevant Coursework

- Advanced Storytelling for Interactive Media Character
- Development and Storytelling for Games Interactive
- Design & Production II

B.A., History, Minor in Video Game Programming, University of Southern California

Jan. 2018 - May 2021