

Christina Nguyen

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EDUCATION

University of Central Florida

Bachelor of Arts in Digital Media - Web and Interactive Media & Minor in Computer Science

Orlando, FL

Expected May 2029

EXPERIENCE

Hackathon Organizer/ Designer

Sep. 2025 – Present

Knight Hacks

Orlando, FL

- Created over **15** digital assets and illustrations for club branding, enhancing visual consistency across event materials seen by **300+** members across campus and online platforms.
- Collaborated with a team of **5+** designers to support team projects, ensuring all visual output met required standards establishing a cohesive visual identity across all event materials.
- Produced event-ready graphics (social media posts, slide decks, promotional designs) that increased event visibility and engagement across all Knight Hack events and socials by **35%**.
- Collaborated with sponsors to secure funding, prizes, and mentorship opportunities for participants

Unity Hub Instructor

Sep. 2025 – Dec. 2025

Private Tutor

Orlando, FL

- Tutored a beginner student in **Unity Hub** and **C# scripting**, improving their ability to set up projects and navigate the Unity environment by **20%**.
- Designed **3** tailored lesson plans that simplify complex Unity concepts, leading to steady skill growth over weekly sessions.
- Provided **troubleshooting** support for installation and project set up issues reducing on boarding time for the student by **50%**

Freelance Digital Illustrator

Jan. 2023 – Present

Personal Artist

Remote

- Delivered **25+** commissioned illustrations for clients across multiple social platforms, achieving a **95%** repeat/referral rate through **strong communication** and adaptability.
- Customized art styles to match client brand identities, resulting in higher client satisfaction and diverse portfolio expansion.
- Managed multiple concurrent projects with on time delivery, meeting **100%** of deadlines over a two-year freelance career.
- Utilized **Clip Studio Paint** & **Adobe Photoshop** to produce high-quality assets used in online content branding and publications.

PROJECTS

Compound Effect || *React, TypeScript, Tailwind CSS, Node.js, Express.js, Mango B, Gemini API*

Jan. 2026

- Worked in a **4-person team** to build a **gamified financial simulator** that models tradeoffs between personal life spending, career growth, and **index fund investing**, highlighting the impact of early investment decisions.
- Led end-to-end visual design, creating and illustrating all **original in-game assets** (UI elements, icons, characters, and animation) and integrating them with **React** and **Tailwind** components to deliver a cohesive visual identity aligned.
- Collaborated closely with developers to align visual assets with game logic and state transitions, ensuring visuals accurately reflected player progression.

Crimson Brawl || *Godot, Python, Gdscript, Muse, Skikit-learn*

Oct. 2025

- Won “**Best Game Hack**” at the **36-Hour** KnightHacks VIII Hackathon 2025, outperforming **185+** teams with an innovative EEG-controlled two-player game
- Developed a playable demo of a **two-player game** using an **EEG headset** to measure brain waves, enabling competition between users regardless of physical ability, leveraging non-traditional inputs
- Designed **2 custom character** sprites and produced **6 animations per sprite**, along side background, UI elements, and visual details enhancing player engagement and improving visual cohesion by **40%** under strict 36-hour time constraints.

TECHNICAL SKILLS

Certifications: Adobe Certified Associate in Visual Design Using Adobe Photoshop, Adobe Certified Associate in Graphic Design & Illustration Using Adobe Illustrator, Microsoft Office Specialist (Word, PowerPoint, Excel), National Registry Food Safety Manager (NRFSP), ServSafe

Languages & Frameworks: Java, Python, C#, JavaScript/TypeScript, HTML/CSS, React, Tailwind, WordPress

Developer Tools: Git, Visual Studio, GameMaker, Unity

Design Tools: Adobe Photoshop, Adobe Illustrator, Adobe InDesign, Figma, Clip Studio Paint, Live 2D Cubism, Blender