

Nguyen Martin

Info

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NUMBER
+32487888458

BIRTHDAY
29/08/2000

LINKEDIN
www.linkedin.com/in/MartNgu/

PORTFOLIO
https://martngu.github.io/Portfolio/

SOFTWARE

- Autodesk Inventor
- Maya
- Blender
- Adobe Photoshop
- Unity
- Figma

LANGUAGES

- Dutch
- English
- French
- Vietnamese

Who am I?

Hello, I am Martin Nguyen. I am currently a third-year student of Creative Media & Game Technologies at Saxion University. My passion for technology drives me to continuously seek out new knowledge on my own. Besides my studies, I ensure that I make time for my hobbies, such as playing piano, gaming, and badminton.

Teamwork, independence, and problem-solving are fundamental skills that I have developed during my internships, work experiences, and studies. I apply these skills in creating various projects.

EDUCATION

SEP 2023 — Bachelor of Applied Science in Creative Media and Game Technologies
Minor in Digital Product Development
Saxion University of Applied Sciences
In progress

MAR 2022 - FEB 23 — PC-technician
CVO Encora
Graduated

SEP 2020 - JAN 21 — International digital product architect
Thomas More Academy
Discontinued

SEP 2019 - AUG 20 — Gap year

SEP 2018 - SEP 19 — Electronical mechanical engineering
Thomas More Academy
Discontinued

2012- JUN 18 — Mechanical engineering
Vrije Sint-Lambertusscholen Westerlo
Graduated

WORK EXPERIENCES

SEPT 2025 - JAN 26 — Thales, Hengelo
Internship Game designer
- UI/UX Design, implementation in Unity
- Game mechanics
- Level design

AUG 2026 — Skillz VZW
Youth Camp Instructor
- Teaching basic programming to children
- Supervising and guiding children during breaks
- Designing and organizing group games and activities

FEB 2022 - MARCH 22 — Tones, Heist-op-den-Berg
Computer seller
- Talking and helping customers
- Learning about electronics

JAN 2018 - AUG 18 — Hertecant, Heultje
Internship and vacation job
- Internship that I continued as my vacation job
- Learning to work with CNC-machines