

# Josef Nguyen

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<http://www.josefnguyen.net>

## EDUCATION

**University of California, Davis, CA**

*Ph.D Student in English*

Anticipated Graduation: 2015

**University of California, Irvine, CA**

*Master of Science in Information and Computer Sciences  
with a concentration in Arts Computation Engineering*

September 2009

**University of the Pacific, Stockton, CA**

*Bachelor of Arts in English  
Bachelor of Science in Computer Science*

May 2007

Phi Beta Kappa Honors Society

Phi Kappa Phi Honors Society

University Honors Program, magna cum laude

## CONFERENCE PRESENTATIONS

Nguyen, J. "Playing with my Avatar: Relationships and Role-Playing in Games." Irvine, California: Annual Department of Comparative Literature Conference – *Play: Towards a Critical Concept*. 4-5 Apr. 2008.

Nguyen, J. "Rendering Real Life and Virtual Fear: Structuring Play, Performance, and Horror in *Lifeline*." Orlando, Florida: Game Culture and Theory, Community and Culture in the Fantastic Division. *The 29th International Conference on the Fantastic in the Arts*, 18-23 Mar. 2008.

## PROJECT DEMONSTRATIONS AND EXHIBITIONS

Nguyen, J. *freak!*. Irvine, California: *ACE 2009 Thesis Show*. 9-12 June 2009.

Noack, N., Lindtner, S., Nguyen, J., Hayes, G., "LoRy: A Locative Story Game to Encourage Playful and Social Learning." Chicago, Illinois: *Conference on Interaction Design for Children*, 11-13 June, 2008.

## HONORS AND AWARDS

Director's Fellowship: 2007-2008 Academic Year. Arts Computation Engineering Program: University of California, Irvine.

Dean's Research Award: Spring 2007. Sponsoring Programs: University of the Pacific.

Edna Meudt Memorial Poetry Prize: 2006 NFPSP College/University Level Poetry Award. National Federation of State Poetry Societies.

Arlen J. Hansen Writing Prize and Scholarship: 2006. Department of English: University of the Pacific.

## ACADEMIC WORK EXPERIENCE

**Graduate Student Researcher/Instructor**, Davis Humanities Institute, UC Irvine

Oct 2009 – Present

- Performing research tasks to assist faculty participating in the Humanities Innovation Lab project
- Serving as a staff programmer for the project

**Teaching Assistant**, English, UC Davis

Mar 2010 – June 2010

- Served as a TA for two sections of 10C: Literature in English: 1900 – Present
- Graded homework assignments and papers

**Graduate Student Researcher/Instructor**, Department of Informatics, UC Irvine

Mar 2008 – Aug 2008  
June 2009 – July 2009

- Developed technical labs in order to teach high school students in the American Indian Summer Institute in Computer Science about game development and interactive storytelling using MIT's Scratch software
- Administered labs over the summer

**Teaching Assistant**, First-Year Integrated Program, UC Irvine Sept 2008 – June 2009

- Served as a TA for the year-long freshman course "Computer Games as Art, Culture, and Technology"
- Developed research and composition exercises and assignments
- Proctored weekly labs or guiding discussions and writing instruction (based on academic quarter)
- Graded homework assignments, papers, projects, and exams

**Tutor/Grader**, School of Engineering and Computer Science, U. of the Pacific Feb 2006 – May 2007

- Tutored students in programming, discrete mathematics, computing theory, and technical writing
- Graded papers and assignments for fundamental programming, discrete mathematics, and computing theory

**Literary Editor**, Humanities Center, U. of the Pacific Oct 2004 – May 2007

- Solicited submissions for the university annual literary and arts publication, *Calliope*
- Reviewed submissions and suggested edits with the rest of the literary submissions committee
- Served as Editor-in-Chief for 2007 edition, managing a committee including three other students

## OTHER WORK EXPERIENCE

**Grant Writing Assistant**, Research Development Office, Irvine, CA June 2008 – Sept 2008  
July 2009 – Aug 2009

- Collected and compiled biographical and research data in preparation for research grant submission deadlines to NSF, NIH, CIRM, and other funding organizations
- Organized events and meetings

**Web Interface Analyst and Designer**, DaVinci Business Graphics, Irvine, CA Oct 2007 – Dec 2007

- Evaluated and critiqued web interfaces for customer-oriented automated online processes such as general sales and custom product ordering
- Designed web interfaces increase sales and minimize customer confusion and error

**Technical Writer**, Vinothèque Wine Cellars, Stockton, CA Apr 2007 – Aug 2007

- Worked with manufacturer to develop user manuals, guidelines, and other documents for product launches and distribution
- Maintained and updated the company website

**Software Development Intern**, Pac-West Telecom, Stockton May 2006 – Aug 2006

- Developed and maintained a J2EE web application using Eclipse with JAVA
- Interviewed clients regularly for user testing and feedback

**Webmaster**, Honors Program, U. of the Pacific Sept 2003 – May 2007

- Maintained and updated the program website on a Unix based server
- Worked with Perl to access PostgreSQL databases
- Provided technical support to faculty, staff, and students in the Honors program

## PROFESSIONAL ORGANIZATIONS

- Society for Literature, Science, and the Arts
- Association for the Study of Literature and Environment
- International Association for the Fantastic in the Arts
- International Game Developers Association
- Association for Computing Machinery

## TECHNICAL SKILLS

- Extensive programming experience in JAVA and C/C++
- Experience in homebrew development for the Nintendo DS
- Working experience in the JAVA 2 Enterprise Edition, .NET C#, Ruby, Perl, Scheme, Prolog, Pascal