

Richard Le

richardle1997@gmail.com
604-600-2916

Experience

Under the GUI Junior Developer, Curriculum Creator

Created all schooling curriculum: 7 Games and one theory CS Course.
Implemented features and functionality to a web-embedded game engine.
Added support for new graphics library, more programming languages.

Used: PHP, HTML, CSS, JavaScript, Java, Python, Wordpress, AWS, C#, Unity Game Engine

February 2017 - Present
Vancouver, CA

COHO Labs Undergraduate Research Assistant

Worked on streaming 3D geometry from architectural software to a game engine in realtime. App ran on Microsoft Hololens in AR.

Used: C#, Rhinoceros 5, Unity Game Engine

October 2017 - April 2018
Vancouver, CA

Team 5742 (FRC) Lead Robotics Programmer

Responsible for the design, engineering and implementation of a robotic vehicle for competition.

Used: Java, Proprietary Visual Scripting

June 2012 - June 2015
Langley, CA

Skills

Programming

C# C C++
Java
Javascript
HTML & CSS

Python
PHP
HLSL

Software

Unity Engine
Unreal Engine
Blender
Adobe Suite

Theoretical

OOP Analysis and Design
Data Structures and Algos
Graphical Programming
UI/ UX Principles

Education

British Columbia Institute of Technology 2019 - 2022

BTech in Computer Systems Technology

University of British Columbia 2015 - 2018

BSc in Statistics