

## Richard Le

## Student, Junior Developer

richardle1997@gmail.com

website  
linkedin  
github

le-rich.github.io  
linkedin.com/in/le-rich  
github.com/le-rich

## Experience

### Under the GUI Junior Developer, Curriculum Creator

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

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 real-time. App ran on Microsoft Hololens targeting 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. Primarily worked on autonomous behaviour while assisting with mechanical construction.

Used: Java, Proprietary Visual Scripting

June 2012 - June 2015  
Langley, CA

## Skills

### Programming

C# C C++ Python  
Java mySQL  
Javascript HLSL  
HTML & CSS

### 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

Statistics