Richard Le

Student, Junior Developer

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website le-rich.github.io
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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		Software	Theoretical
C# C C++	Python	Unity Engine	OOP Analysis and Design
Java	mySQL	Unreal Engine	Data Structures and Algos
Javascript	HLSL	Blender	Graphical Programming
HTML & CSS		Adobe Suite	UI/ UX Principles

Education

British Columbia Institute of Technology 2019 - 2022
BTech in Computer Systems Technology

University of British Columbia 2015 - 2018
Statistics