Richard Le

Student, Junior Developer

richardle1997@gmail.com

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

Experience

Under the GUI Academy
Junior Developer, Curriculum Creator, Instructor

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: AWS, Full Stack Web, Python, Java, 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

Skills

Programming	Software	Theoretical
C# Java	Unity Engine	OOP Analysis and Design
C C++	Unreal Engine	Data Structures and Algos
Full-Stack Web	Blender	Graphical Programming
SQL	Adobe Suite	UI/ UX Principles

Achievements

Hackathons

Bizhacks 2019
2nd Place Winner

Education

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

University of British Columbia 2015 - 2018
Statistics