George Le

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# Objectives

Work with subject matter experts in the fields of software engineering and design in order to earn experience and exposure to a team-based large-scale software project in the corporate world.

# Technical Skills

* **C++, C#, C, Python, Java, HTML, SQL**
* Visual Studios, Eclipse, Sublime Text 3, and Cloud9 IDE
* **GitHub, GitBash, Bitbucket**
* Unity Engine 2017, Godot Engine, and Unreal Engine 4

# work Experience

**ConceptIO Entertainment LLC, Boston, MA 2017-Present**

Founder, CEO, Project Lead of Project Paternal

* Gameplay Design: Managed a team of programmers and artists to design and implement multiple gameplay systems: combat gameplay, overworld movement and tile system, dialogue system, and inventory system.
* User Interface (UI) Design: Worked with a team of artists to implement a series of UI elements in the project’s desired art style. Drew wireframes and basic concepts of scenes for artists to implement.
* Level Design/Writer: Wrote and edited the storyline and dialogue of Project Paternal. Drew diagrams of overworld maps and storyboards of scripted in-engine cutscenes.

**Meraki Games, Montreal, Canada 2016-Present**

Game Developer for game Pyrrhic Victory (PV)

* User Interface (UI) Design: Presented market research to the project manager on various user interfaces, focusing on visual aesthetics and user experience. Implemented UI elements using the Unity game engine written in C#.
* Level Design/Writer: Designed single-player campaign and game narrative for PV. Collaborate with artists to create dynamic characters, factions, and the world map in PV. Developed and tested various single-player and multiplayer maps.

# Education

University of Massachusetts Lowell - College of Science **Lowell, Massachusetts**

Bachelors of Science in Computer Science 2015-Projected 2018

# ****Side projects and extracurricular Involvement****

**Independent Video Game Project – “Diadal” 2016-Present**

* Text based RPG-Adventure game written in C++
* Link to - https://github.com/IOEntertainment/ProjectV\_v1\_2

**UMass Lowell Center for Learning Tutor 2016-Present**

* Tutor for ungraduated computing classes taught in C, C++.