

Alexander Le

Worcester, MA 01604 | (919) - 744 - 9151 | alexanderle0817@gmail.com

Summary

Looking for an entry level position in back-end development with interactive media.

Analytical and creative web developer with a background in education and game design. Experience with C++, Javascript, Unreal Engine 4, Node, REST server development, HTML/CSS, Arduino, App Inventor, MySQL, NoSQL, and 3D modeling in Autodesk Maya.

Work Experience

Circuit Lab, Somerville, MA – *After school Instructor*

January 2019 - Present

- Teaching students at schools around the Boston area Arduino, App Inventor, Raspberry Pi, and Scratch
- Assisted in first guest lecture with 50+ elementary students on making LED flashlights
- Hands on Electronics: students build basic circuits on a breadboard with Arduino and program them through BlocklyDuino; led to build more advanced circuits such as a smart flashlight and LED dice
- App Inventor: students learn how to design and develop apps in App Inventor with examples such as a magic 8 ball, a space invaders game, and their own app from scratch

Code Wiz, Westford, MA – *Instructor*

March 2019

- Gave a lecture and follow up support at a hackathon to 100+ teens on developing an app in App Inventor

iD Tech Camp, Waltham, MA – *Lead Instructor*

Summer 2018 - 2019

- Promoted to Lead Instructor after first season with added administrative, safety, and medical responsibilities, and led other Instructors and Lead Instructors, reducing mistakes made each week
- Game Design and Development Academy: Taught 10 aspiring game students C++ coding in Unreal Engine 4 in the 1st week; The 2nd week was coaching students to work with artists and level designers in the same session to simulate an industry standard game studio to output a professional project for their portfolio
- Tech Camp: Taught UE4 as expert instructor from level design to Blueprint scripting for campers to create their own professionally designed games
- Debugged student projects weekly to ensure projects are presentable for Family Showcase

Worcester Public Schools, Worcester, MA – *Substitute Teacher*

Fall 2017- Spring 2019

- Assigned 6 weeks as an art teacher with full responsibilities from lesson planning, instruction, and grading.
- Taught and supervised 5 periods of classes with up to 30 students in traditional 2D design principles

Education

Worcester State University, Worcester, MA – *Certificate in Web Development*

Summer 2019

- Trained in Javascript, Node, Express, MySQL, REST API development, HTML/CSS and writing test scripts
- Developed an Alexa Skill that moderates a Dungeons and Dragons style combat scenario
- Built the MVC prototype for a Heroku hosted web app using Node for a Worcester design and dev company that allows users to create and authenticate a profile and upload multiple data types onto the platform

Rensselaer Polytechnic Institute, Troy, NY – *Dual B.S.: Game Simulation Arts and Science, Electronic Arts*

- Class of 2017, Dean's List, Rensselaer Leadership Award, GPA: 3.33
- Exhibited small team projects in the Rensselaer Game Showcase every year as part of Game Development Club

Other Skills and Certifications

- Experienced in Adobe Creative Suite (Illustrator, Photoshop, Aftereffects)
- Experienced working in Game Engines (UE4, Unity)
- Experienced in 3D design programs (Maya, Mudbox, Blender)