

SKILLS

Adobe Creative Suite (Illustrator, Photoshop, Aftereffects)

Game engines (UE4, Unity)

3D design programs (Maya, Mudbox, Blender)

C++, Javascript, Node.js, Express.js, MySQL, Python, HTML/CSS

Teaching License for Visual Arts 5-12 in MA

ABOUT ME

Analytical and creative web developer with a background in education and game design. Experience with C++, Javascript, Unreal Engine 4, Node.js, REST server development, HTML/CSS, Arduino, App Inventor, MySQL, and 3D modeling in Autodesk Maya. Currently looking for a role in back-end development with interactive media.

EDUCATION

Worcester State University - Certificate in Web Development (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 MVP of a Heroku hosted web app using Node for a Worcester design and dev company that allows for users to create and authenticate a profile and upload multiple data types onto the platform

Rensselaer Polytechnic Institute - Dual B.S.: Game Simulation Arts and Science, Electronic Arts (2013-2017)

Dean's List, Rensselaer Leadership Award, GPA: 3.33

Exhibited senior cap project at a local art gallery open to the public of Troy

Exhibited small team projects in the Rensselaer Game Showcase every year as part of Game Development Club

Alexander Le

Web Developer

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WORK EXPERIENCE

Circuit Lab - After school Instructor (Jan 2019 - Present)

Teaching students at schools around the Boston area in electronic and coding topics such as basics of electricity, Arduino, App Inventor, Raspberry Pi, and Scratch

Assisted boss and coworkers in our first guest lecture with 50+ elementary students on making LED flashlights, resulting in these guest events as a possible offering for future clients

Hands on Electronics and Coding: 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 an app in App Inventor with examples such as a magic 8 ball or a space invaders game

iD Tech Camp - 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 programming in C++ using Unreal Engine 4 in the 1st week; the 2nd week was coaching where students work with artists and level designers in the same session on different teams to simulate an industry standard game studio to output a professional project for their portfolio

Tech Camp: Taught UE4 skills as sole expert instructor from level design to Blueprint visual scripting in order for campers to create their own professionally designed games

Debugged student projects in a fast paced environment to ensure projects are presentable for Family Showcase

Worcester Public Schools - Substitute Teacher (Fall 2017- Spring 2019)

Assigned 6 weeks as a substitute art teacher with the responsibilities of a full time staff from lesson planning, instruction, and grading.

Taught and supervised 5 periods of classes with up to 30 students in traditional 2D design principles