Donavan Le

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Summary

I'm a UI/UX developer with experience in developing video games using C# and front-end web development using JavaScript/HTML/CSS.

Education

Bachelor of Science in Games Development

University of Technology Sydney – GPA: 6.54 (Distinction)
2019 - 2022

Education

Technical Analyst

nConnect Group
July 2022 - Present

Projects

Deliveroids

🔗 https://pheaton.itch.io/deliveroids

A single-player arcade-style racing game developed by a team of 8.

- Designed and implemented the main user interface using C# and Unity's built-in UI system.

- Integrated music and sound effects from music collaborators using FMOD.

- Developed project over 10 weeks using Agile Methodology with fortnightly sprints and retrospectives.

- Created and managed user stories on Trello task board based on analysed user feedback.

- Created promotional material (project banner, game trailer) using Adobe Photoshop and Adobe Premiere.

- Showcased at the UTS FEIT Prototype Exhibition 2021.

- **Languages/tools:** C#, Unity, GitHub, FMOD, Trello, Adobe Photoshop, Adobe Premiere.

Personal Portfolio Website

🔗 https://github.com/EchoCordis/echocordis.github.io

Personal portfolio website built from scratch.

- Designed with responsive stylesheet (flexbox, media queries) for maximum device compatibility.

- **Languages/tools:** JavaScript, HTML/CSS.

Outside the Box

🔗 https://pheaton.itch.io/outside-the-box

A multiplayer tower defence game developed by a team of 5.

- Designed and implemented the main user interface using C# and Unity's built-in UI system.

- Developed project over 8 weeks using Agile Methodology with fortnightly sprints and retrospectives.

- Created and managed user stories on Trello task board based on analysed user feedback.

- Nominated for award at the UTS Games Showcase - Autumn 2021.

- **Languages/tools:** C#, Unity, GitHub, Trello.

Key skills

- **Programming Languages:** Java, C#, JavaScript/HTML/CSS

- **Tools:** Visual Studio, Unity, GitHub Desktop, Trello, Unreal Engine, Adobe Premiere, Adobe Photoshop

- **Languages:** Fluent in English and Cantonese

- **Other:** Agile Methodology, Object-Oriented Programming