

Vincent Le

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OBJECTIVE: Seeking a game design and development co-op using strong programming skills in C++ and C#.

WORK EXPERIENCE:

RIT Information & Technology Services (ITS)

Technician

October 2023 - Current
Rochester, New York

- Provided software and hardware diagnostic services to staff, faculty, and students
- Resolved software and hardware-related computer issues
- Added, organized, and solved tickets within ITS services

RIT School of Interactive Games & Entertainment (IGME)

Student Ambassador

August 2022 - Current
Rochester, New York

- Spoke on student panels to give insight to parents and prospective students about the IGME program
- Gave tours of the relevant IGME buildings and programs
- Connected with faculty to plan, organize, and host student events

MAGIC Spell Studios Maker Program - Internship

Lead Programmer/Music and Sound Director

May 2023 - August 2023
Rochester, New York

- Led a team of programmers in a C# Unity project
- Designed code architecture and relevant style guides/sheets, and organized namespaces and assembly definitions for neat project management and quick compile times
- Programmed core mechanics and systems such as movement, saving with File I/O, scriptable object event systems, level cutscenes, post-processing scripting, the player journal and notes, adaptive music and sound effect implementation for a resulting 9,000+ lines of code

EDUCATION:

Rochester Institute of Technology (RIT), Rochester, NY

Expected August 2024

Bachelor of Science, Golisano College of Computer and Information Sciences, Game Design and Development

GPA 4.00, Dean's List 2021-2023

Japanese Game Industry (Study Abroad)

May 2023 - June 2023

- Collaborated with students at Kyoto Computer Gakuin for an international game jam
- Worked with studios based in Kyoto and Tokyo such as CyberConnect2
- Participated in UnrealFest 2023 and connected with various game designers

PROJECTS:

Revengine (Personal Project)

November 2023 - Present

- Developed C# Windows Presentation Foundation (WPF) Editor UI
- Implemented Generation-Index identifiers for C++ Game Object/Component handling
- Bridged Editor and Engine using C++ DLL
- Added Visual Studio project creation/loading/saving using File IO with direct access from the Editor

Good Luck Valley (Independent Study, Team Project)

September 2022 - Present

- Created a C# (Unity) puzzle-platformer game in a team of six
- Helped design and develop major mechanics and a surrounding core code architecture
- Composed and produced soundtrack and designed all sound effects

SKILLS:

Programming Languages/Libraries: C, C++, C#, HTML, CSS, Javascript, Node.js, React, Python, OpenGL, DirectX

Software: Visual Studio (2022), VS Code, Unity, Unreal Engine, Trello, Cubase 12, Audacity, Autodesk Maya