

# An Le



C++/C# Programmer



Game Designer



## TECHNICAL SKILLS

Unity	★★★★★
C#	★★★★★
GUI/GUX	★★★★★
Game Design	★★★★★
Motion Capture	★★★★★
Level Design	★★★★★

## CONTACT

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Mejerigatan 7, 621 38, Visby, Gotland, Sweden.

## WORK EXPERIENCE

- June 2023 – January 2024

### Unity Developer Intern – Remote ManoMotion, Stockholm, Sweden

- Developing AR mobile game using Unity and hand-tracking technology provided by the company.
- Designing gameplay mechanics and systems that emphasize the company's hand-tracking technology.
- Sound Design.
- Implementing VFX using particle effects and Shader.
- Managing the whole project using Miro.
- Working closely with artists and product owner.
- Implementing AR Foundation and hand-tracking.
- Utilizing object pooling in the game to enhance performance on Android devices.

A letter of recommendation from my supervisor at ManoMotion has been attached at the end of this resume.

- June 2020 – December 2021

### English Teacher – Part Time Bambi English, Ho Chi Minh City, Vietnam

- Creating content for upcoming classes.
- Providing English skills from primary to intermediate for children and teenagers.

- June 2020 – December 2021

### English Translator – Freelancer Ho Chi Minh City, Vietnam

- English to Vietnamese – Vietnamese to English translator.

- December 2020 – July 2021

### Activist

LIFT Charitable Organization, Ho Chi Minh City, Vietnam

- Teaching English in Orphanages.

# EDUCATION

- September 2021 - June 2024

## Bachelor's Programme in Game Design and Programming

Uppsala University, Gotland Campus, Sweden

Courses:

- Programming with C/C++
- AI Programming
- Game Design, including:
  - + System Design
  - + Level Design
  - + Test driven level design
  - + Environmental Storytelling
- Game Development:
  - + Arcane games
  - + 2D & 3D games
- Linear Algebra, Trigonometry and Geometry
- Algorithms, Data Structure and Design Pattern
- Motion Capture
- Graphic Design

- September 2020 - June 2021

## Bachelor's Programme in Computer Science

HCMC University of Technology and Education, Ho Chi Minh city, Vietnam

# SOFT SKILLS

- Problem Solving
- Critical thinking
- Flexibility
- Adaptability
- Organization
- Good communication
- Self-learning
- Time Management

# PROJECT HIGHLIGHTS

## IronMano

July 2023 - January 2024



APK file and in-game footage:

[https://drive.google.com/drive/folders/1qjP\\_DnVV7USRw4U0bjTmbcsBxbVvShIt?usp=sharing](https://drive.google.com/drive/folders/1qjP_DnVV7USRw4U0bjTmbcsBxbVvShIt?usp=sharing)

During my internship at ManoMotion, I worked remotely as a Unity Developer, Game Designer and was given a chance to make a mobile game that replicate the feeling of being IronMan taking down his enemies, using ManoMotion hand- tracking technology alongside with AR Foundation.

Responsible for:

- Developing the game using Unity and C#
- Design game mechanics, UI, VFX, SFX
- Learning how hand-tracking and AR foundation work

# PROJECT HIGHLIGHTS



March 2023 - Present

Bullet Dance is an anime-as-hell, fast-paced, top-down, rhythmic bullet hell, in which your only form of attack is hitting back the projectiles with your baseball bat. A Competitor in Gotland Game Conference 2023. I work on this project for a long time and have been using it to try out and honing a lot of game making skills.

Responsible mainly for:

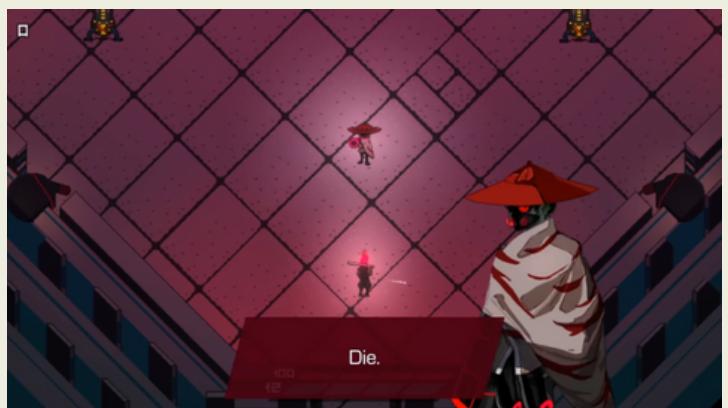
- Developing the game in Unity
- Making VFX for the game
- Designing the boss and the enemies

## WINNERS 2023



The Game Trailer:

<https://www.youtube.com/watch?v=NABJ8NVXzZY>



Our Interview: <https://www.youtube.com/watch?v=ISI8JZOU2lw&t=4s>

[The game is currently being further developed.](#)

[Game link: https://mattias0004.itch.io/bullet-dance](https://mattias0004.itch.io/bullet-dance)

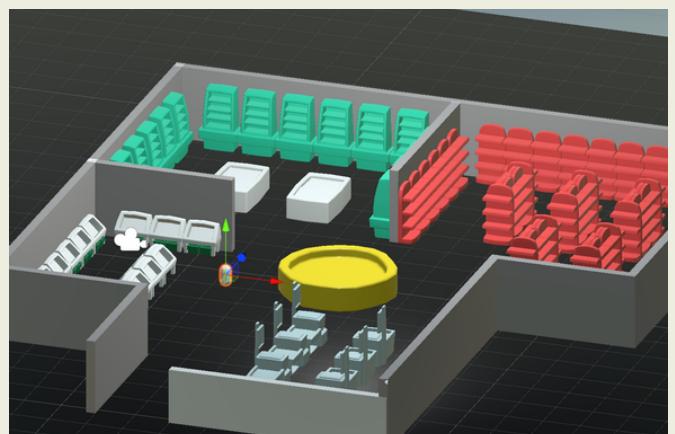
# Claymation Degree Project

January 2024 - Present

A game project that I am currently working on for my Degree Project in Uppsala University. It is two players party game with Stop motion – Claymation as its aesthetic. I am working in a 5 people team as a Project Owner, Game Designer and Unity developer for this project. The game is going to be a competitor in Gotland Game Conference.

Responsible for:

- Designing the game mechanics
- Making shaders and VFX in general
- Developing the game in Unity
- Team managing and team planning

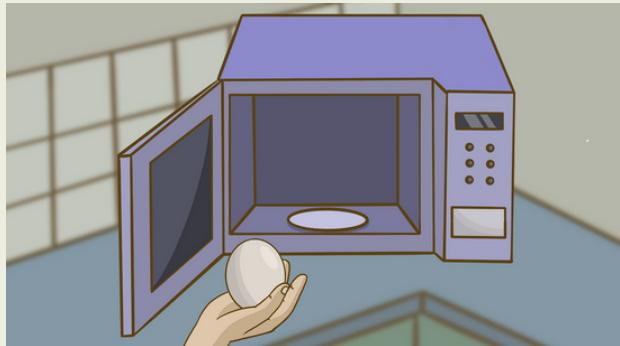


Graybox of the level

# PROJECT HIGHLIGHTS

## It all Started with An Explosion

January 2023



The game was made to compete in the two days Global game jam in 2023, the theme of the jam was "Root". The game was nominated for "Best interpretation". I was working in a 2 people team as a Project Owner, Game Designer and Unity Developer and was responsible for:

- The Narrative and the Design
- Developing the game in Unity

This game serves as an illustration of some of the game jam projects I developed during my time at university

[Click here to play: https://lephamhoangan.itch.io/it-all-started-with-an-explosionn](https://lephamhoangan.itch.io/it-all-started-with-an-explosionn)

## Nine Fathom Deep

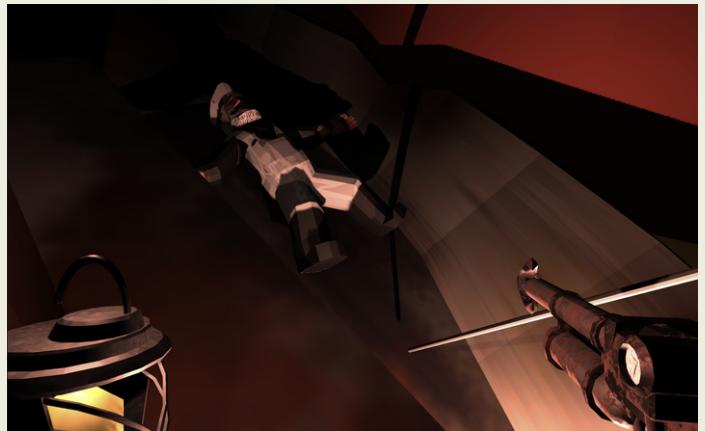
January 2023



The game tells a story about a sailor who is stuck inside a whale mouth and is trying to get out, heavily inspired by Moby Dick. I worked in a six people team and was responsible for:

- Developing the player movement and the grapple in Unity
- Level Design, SFX

[Click here to play:  
https://lephamhoangan.itch.io/nine-fathom-deep](https://lephamhoangan.itch.io/nine-fathom-deep)



# PROJECT HIGHLIGHTS

## STAFF POINTER

March 2022 - May 2022



Game Trailer

A drawing, button smash, arcane fighting game made in Unity featuring wizards and magics

Responsible for:

- Implementing gestures recognition in Unity
- Implementing cooldown system
- Building the Arcane Machine
- Conducting playtests and interviews

A competitor in Gotland Game Conference 2022



A video of our interview



**Staff Pointer**

Most music used in the game are licensed by Danheim, Diako asked his permission to use his works in our game.

[itch.io](#)

itch.io

## Devil's Throat

December 2021 - February 2022



Game link: <https://spiderbrood.itch.io/devils-throat>

A Shoot em up game made with Unity featuring demonic creatures, puzzles, crystals, underground mine and minecarts, this a one of my earliest project. I worked in a 5 people team and was responsible for:

- Basic enemies AI,
- GUI/GUX design and implementations, sound implementations

# LETTER OF RECOMMENDATION

Yeray Real Delgado

Head of Software Development

ManoMotion AB

[yeray@manomotion.com](mailto:yeray@manomotion.com)

+46720307716

26th of February 2024

An Le was part of a 6 months of a part time internship at ManoMotion. During his time with us, An worked on the Unity ManoMotion SDK to create a XR experience.

An's project was about creating an Ironman experience using ManoMotion's SDK in combination with Unity AR Foundation for smartphones. From the very beginning, An showed passion and self-initiative to combine the different solutions. During the internship, An interacted with ManoMotion's development team including software engineers, game designers and marketing members in order to gather the project requirements and execute the project.

One of An's most remarkable qualities was his passion for the project. He consistently showed a genuine enthusiasm for his work. He eagerly listened to the feedback and iterated on the project quickly which allowed everyone to see how he was overcoming the challenges and actively sought solutions.

An's positive attitude and initiative were evident throughout his internship. He approached every task with a can-do attitude. He was not only receptive to feedback but also provided valuable insights and suggestions that enhanced the project's overall quality.

In conclusion, I have no doubt that An Le has a bright future ahead of him. His exceptional performance during his internship at ManoMotion reflects his capabilities to overcome technical challenges, dedication, and passion for the work. He would be a valuable asset to any team or organization.

I wholeheartedly recommend An for any endeavor he chooses to pursue and believe he will excel in his future endeavors. If you have any further questions or would like to discuss in more detail, please do not hesitate to contact me.

Sincerely,

*Yeray Real Delgado*

Head of Software Development

ManoMotion AB