

Brisbane, Queensland, Australia

Việt Nam là quê hương chính của tôi.

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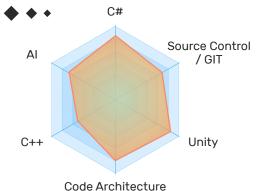
rlst.github.io

EMPLOYMENT

Sep 2019 - Present

linkedin.com/in/tnyle

First person adventure game



2011-2020 Bunnings

Team Member

- reduce waste output
- Provided practical knowledge and assistance to customers on their DIY

- Incorporated a company and maintained business aspects such as accounting and stock-keeping
- marketing strategies to increase their

Ronin Handyman Services

- estate agents
- Worked on various jobs from painting, tiling, cleaning and general repairs and Brisbane

EDUCATION 2018-2020

Academy of Interactive Entertainment Melbourne, Australia

- Advanced Diploma of Professional Game Development (Programming), Completed in the 2nd Year
- · Successfully completed a Diploma of Digital and Interactive Games in 2018
- Studied physics, computer graphics, complex data systems, extended reality systems and professional production

- Help increase stock flow by 10% and
- projects

2010-2011

Small Business Marketing Specialist

- Self-employed
- Help clients implement effective bottom line

9/2009-6/2010

Establish relationships with local real

- maintenance on properties around

PROJECTS

functionality

2022

Ball Tag - rlst.itch.io/ball-tag - 150 hours

Ensure technical documents are up to date

Casual sports game, Special Project

· Architected, designed, programmed project with emphasis on correct coding standards, ease of debugging, modularity and SOLID principles

Walkie Talkie - rlst.github.io/walkietalkie - Wicked Fiction LLC - Remote, Startup

• Designed, architect and implement all systems in the game from scratch

· Help market the game by being active on socials and posting progress video

· Help designer increase productivity by creating custom in editor tools and

Tôi là một lập trình game và đã tốt nghiệp với trường Academy of Interactive Entertainment ở tại Melbourne, Úc. Tôi là người có tâm huyết và đam mê phát triển game, bản thân luôn năng đông, chăm chỉ, tân tâm với

Tôi có dự định và thực sự mong muốn về Việt Nam sinh sống và làm việc vì

công việc, đồng đội và luôn tích cực học hỏi thêm về phát triển game.

- Implement AI system on a separate loop to improve game performance
- Applied optimisations such as object pooling to reduce garbage collection
- · Utilized tweening technologies for ball movement
- · AR technology utilized to project game world onto the real world
- Basic low poly 3D assets modelled

2019

StormRend: Realm in Ruin - rist.github.io/stormrend - AIE Melbourne - 8 Months Turn-based strategy game, Major Project

- · Ensuring codebase is clean, flexible and well architected.
- · Responsible for implementing main core systems ie. stackable state machine, user input controller
- · Developed the AI system and behaviour editor
- · Assist designers by creating various tools such as map editor and ability &

BhaVE: Behaviour Tree Visual Editor - rlst.github.io/bhave - 300+ hours, Ongoing Unity in-editor AI editing tool, Personal Project

- Designed, architected and programmed the entire project from the ground up including graphics and icon design
- Utilized unity tooling API to create an in editor application
- · Planning to release the project onto the Unity asset store

LANGUAGES



HOBBIES

GUITAR

TENNIS

JDM CARS

COMPUTER SKILLS

I am proficient in using both Windows and Mac based systems, and as an all rounder I am familiar with many software genres including 3D graphics or CAD, 2D graphics, Audio processing programs, Video editing as well as Office Suite document editing software

