

Tony LE

Game Programmer

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Profile

I am a game programmer, software engineer and recent graduate of an Advanced Diploma of Professional Game Development at the Academy of Interactive Entertainment (AIE) in Melbourne. Having great dedication and passion for game development, I am self-motivated and always actively learning more about game development and software engineering.

Skills

C#	Linq	Unity	Project Management	Code Design and Architecture	Git
Visual Studio / Code	C++	Sourcetree / GitKraken	SOLID Principles	OOP	

Projects

Walkie Talkie - rlst.github.io/walkietalkie

First Person Adventure Game - Wicked Fiction, Remote, Dec 2019 - Ongoing

- Designed, architect and implement all systems in the game from scratch
- Help market the game by being active on our discord server and posting progress videos
- Ensure technical documents are up to date
- Maintain and keep codebase clean and organised
- Help designer increase productivity by creating a node based dialogue editor

StormRend: Realm in Ruin - rlst.github.io/stormrend

Major Final Project - AIE, Melbourne, 2019

- Ensuring codebase is clean, flexible and well architected.
- Responsible for implementing the 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 & effects editor

BhaVE: Behaviour tree Visual Editor - rlst.github.io/bhave

Personal Project, 2019

- Designed, architected and programmed the entire project from the ground up including drawing some of the icons.
- Planning to release the project onto the Unity asset store.

Dirty Chef Yoga - rlst.github.io/dirtychefyoga

3 Day Game Jam - AIE, Melbourne, 2019

- Responsible for implementing the player controller, burger ingredient stacking system, cooking stations, interaction system between stations, hooking up animations, audio and particle FXs.

Employment History

Team Member, Bunnings: West Footscray, VIC – 2011-2018

- Help increase stock flow by 10% and reduced waste output
- Provided practical knowledge and assistance to customers on their DIY projects

Small Business Marketing Specialist: Brisbane, VIC – 2010-2011

- Incorporated a company and maintained business aspects such as accounting and stock-keeping
- Help clients implement effective marketing strategies to increase their bottom line

Self-Employed: Ronin Handyman Services: Brisbane - Sep 2009-Jun 2010

- Establish relationships with local real estate agents.
- Worked on various jobs from painting, tiling, cleaning and general repairs and maintenance at properties around Brisbane area.

Contract Driver, Schenker Australia: Sydney – 2009

- Sort, load and delivered light to heavy bulk parcels all around Metro Sydney.
- Navigation, planning and business accounting.

Retail Team Member, Kmart Australia: Brisbane – 2007-2008

- Provided quality customer service and advice.
- Kept inventory and store shelves stocked and well displayed.

Education

Academy of Interactive Entertainment: Melbourne, VIC – 2018-Present

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

Glenala State High School: Inala, QLD – 1999-2003

- Completed Year 12 in 2003 and acquired Year 12 senior certificate

Self Study

Books: Computer Graphics Programming in OpenGL with C++,
Mathematics for Computer Graphics and Game Programming,
Game Development Patterns and Best Practices, Game Physics Cookbook

Udemy:

Complete C# Unity Developer 2D & 3D.

Podcasts:

Coding Blocks.

Youtube:

Brackeys, Jason Weinmann, Sharp Accent, Chernob.