TONY LE

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I am a game programmer, software engineer and a 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, hardworking, dedicated to teamwork and always actively learning more about game development
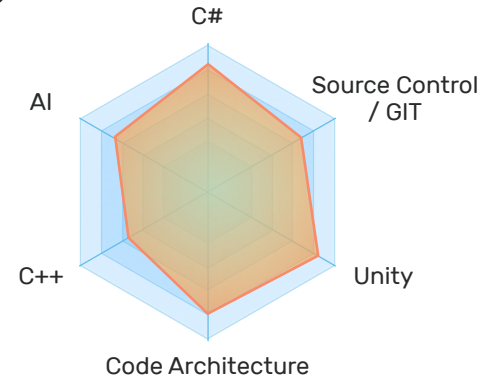
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Radar chart: C#, Source Control / GIT, Unity, Code Architecture, C++, AI

EMPLOYMENT

Sep 2019 - Present

Walkie Talkie - rlst.github.io/walkietalkie - Wicked Fiction LLC - Remote, Startup
First person adventure game
• Designed, architect and implement all systems in the game from scratch
• Help market the game by being active on socials and posting progress video
• Ensure technical documents are up to date
• Help designer increase productivity by creating custom in editor tools and functionality

PROJECTS

2022

Ball Tag - rlst.itch.io/ball-tag - 150 hours
Casual sports game, Special Project
• Architected, designed, programmed project with emphasis on correct coding standards, ease of debugging, modularity and SOLID principles
• 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 - rlst.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 & effects editor

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

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

Skill	Level
Photoshop	◆◆◆◆◆◆◇◇◇◇
Blender	◆◆◆◆◆◇◇◇◇◇
AutoCAD	◆◆◆◆◇◇◇◇◇◇
Audio Editing	◆◆◆◑◇◇◇◇◇◇
Video Editing	◆◆◆◑◇◇◇◇◇◇
Office Suite	◆◆◆◆◆◇◇◇◇◇

2011-2020
Bunnings
Team Member
• Help increase stock flow by 10% and reduce waste output
• Provided practical knowledge and assistance to customers on their DIY projects

2010-2011
Small Business Marketing Specialist
• Self-employed
• Incorporated a company and maintained business aspects such as accounting and stock-keeping
• Help clients implement effective marketing strategies to increase their bottom line

9/2009-6/2010
Ronin Handyman Services
• Establish relationships with local real estate agents
• Worked on various jobs from painting, tiling, cleaning and general repairs and maintenance on properties around 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

LANGUAGES

English	◆◆◆◆◆◆◆◆◆◆
Vietnamese	◆◆◆◆◆◆◇◇◇◇
Japanese	◆◆◆◇◇◇◇◇◇◇

HOBBIES

Guitar   Tennis   JDM Cars