Tony LE

Game Programmer

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Profile

I am a game programmer currently studying an Advanced Diploma of Professional Game Development at the Academy of Interactive Entertainment (AIE) in Melbourne and have successfully completed a Diploma of Digital and Interactive Games in 2018 at AIE.
I have extreme dedication and passion for game development. I am self-motivated and always constantly and actively learning about game development and software engineering.

Skills

C++	C#	Java	Python	Swift	Unity	OOP	OpenGL

Code Design and Architecture	Project Management	Visual Studio / Code	Sourcetree / Git	SOLID

Projects

Circuit Knights - AIE, Melbourne, VIC - 2018
• Motivated and lead my fellow programmers to successfully completing our project within the set time frame
• Ensured the code base of the project was clean, well maintained and properly architected
• Designed and implemented the 3D menu system, cutscene manager, player controls and health systems, inverse kinematics controller and core game systems

Experience

AIE School Holiday Game Jam July 2018
• *As*sisted in running the event and provided insight and knowledge to high school students about game programming

Employment History

Team Member, Bunnings: West Footscray, VIC — 2011-2018
• Help increase stock flow by 10% and reduce 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

Education

Academy of Interactive Entertainment: Melbourne, VIC — 2018-Current
• Advanced Diploma of Game Development (Programming), 2nd Year
• 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, Unity 3D College, Sharp Accent, Cherno