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 động, chăm chỉ, tận tâm với công việc, đồng đội và luôn tích cực học hỏi thêm về phát triển game.
Tôi có dự định và thực sự mong muốn về Việt Nam sinh sống và làm việc vì Việt Nam là quê hương chính của tôi.

# LÊ MINH HUY
♂ – OCT – 86

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🌐 rlst.github.io

in linkedin.com/in/tnyle



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

PHOTOSHOP ◆◆◆◆◆◆◆◇◇◇
BLENDER ◆◆◆◆◆◆◇◇◇◇
AUTOCAD ◆◆◆◆◆◇◇◇◇◇
AUDIO EDITING ◆◆◆◆◗◇◇◇◇◇
VIDEO EDITING ◆◆◆◆◗◇◇◇◇◇
OFFICE SUITE ◆◆◆◆◆◆◆◇◇◇

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**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