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
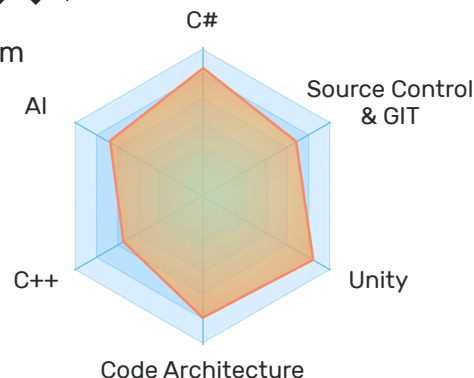
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Radar chart: C#, Source Control & GIT, Unity, Code Architecture, C++, AI

EMPLOYMENT

Sep 2022 - Dec 2022

Unity Developer - GameJam LLC - Onsite, Ho Chi Minh City, Vietnam
• Keep mobile apps up to date by performing general updates and bug fixes
• Refactor old systems and build tools to help migrate to improved system with increased performance and speed
• Internally test team built apps for quality assurance
• Participate and assist with various NFT events held by the company

Sep 2019 - Jun 2022

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

PROJECTS

2022

Ball Tag - rlst.itch.io/ball-tag - 100+ hours
Casual sports game, Special Project
• Architected, designed, programmed project with emphasis on correct coding standards for ease of debugging, modularity and meeting SOLID principles
• Implement AI system on a fixed loop to improve game performance
• Applied optimizations 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
• Low poly 3D assets modeled

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 behavior editor
• Assist designers by creating various tools such as map editor and ability & effects editor

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	◆◆◆◆◆◆◇◇◇◇

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