

- Unreal developer with more than 2 years of experience.
- 100% job success score on Upwork with all 5-star feedback.
- Programming languages: C++ and Blueprint.
- Version control tools: GitHub, Perforce, BitBucket and Plastic SCM.
- 3D software: Blender, Daz Studio, and NVIDIA Omniverse.

Below are the details of my experiences.

1. Upwork freelance:	1
1.1. Maruti Suzuki pixel streaming:	1
1.2. Shib the Metaverse' chat system:	2
1.3. Film production tools:	2
2. At DITUS:	2
2.1. LG at CES 2023:	2
2.2. Other:	2
3. Freelance:	3
3.1. imersU Row:	3
3.2. For Shenzhen Schmidt Technology:	3
3.3. Blink Studios:	3
4. Other:	3
4.1. Open-source contributions:	3
4.2. Plugins, tools and samples:	3
4.3. 3D and compositing experiences:	3

1. Upwork freelance:

(4-10/2023).

Please log in to Upwork to see [my work history and client feedback on the platform](#).

1.1. [Maruti Suzuki](#) pixel streaming:

(9-10/2023).

Description: Unreal pixel streaming project to showcase vehicle products and allow user interactions on website. The job is called "Unreal Engine - C++ Programmer with Mid-High Experience" on my profile.

Responsibilities:

- Integrated and replicated Ready Player Me avatar system for multiplayer.
- Developed multiplayer locomotion, emote system and dedicated server matchmaking.
- Processed custom inputs received from frontend website in Unreal.
- Integrated Avatar SDK MetaPerson 2 and developed a pose selection system for a photo mode.
- Developed virtual showroom environments.

Technologies: Unreal Engine, Ready Player Me, Avatar SDK and Pixel Streaming.

1.2. [Shib the Metaverse](#)' chat system:

(8-9/2023).

Description: communication with server for a chat system. *The job is called "Unreal Plugin Developer" on my profile.*

Responsibilities:

- Designed and developed a plugin to integrate WebSocket communication for chat strings.
- Documented instructions for integrating this plugin and the necessary changes to be made.
- Long term support for the development of this plugin.

Technologies: Unreal Engine and WebSocket secure.

Client is [Dogra Technologies](#).

Client feedback: *"Huân is my go-to dev, business analyst, and everything that is related to UE development. He is well versed in technology and understands the abstract requirements as well."*

1.3. Film production tools:

(4-6/2023).

Description: Unreal plugins for a film studio. *The jobs are called "Unreal light sampler with TCP networking" and "Unreal pipeline render controller" on my profile.*

Responsibilities:

- Designed and developed a real-time solution for capturing lighting color values on specified surfaces in Unreal scenes, exporting the results over the network, receiving and executing control commands from the network.
- Designed and developed a plugin to import camera data and 3D objects generated from external software into Unreal Engine then organize them in the correct sequence by timecode and render into image sequence.
- Developed a plugin to import and manage stop-motion animations from external 3D object files.

Technologies: Unreal Engine and TCP/UDP.

Client feedback:

*"If you need deep complicated Unreal work done in C++ this is your guy. He is a rock star."
"Very good work product, good communication and fast results."*

2. At [DITUS](#):

(7-12/2022).

2.1. [LG at CES 2023](#):

(11-12/2022).

Description: in-camera VFX technical visualizations.

Responsibilities: developed technical visualizations and provided consultation to [Dexter Studios](#) for their in-camera VFX production.

Technologies: Unreal Engine and in-camera VFX.

2.2. Other:

- Developed a digital twin for PC (Windows) and VR (Oculus) platform.
- Basic pixel streaming deployment on AWS.
- Developed digital humans and their control systems.
- Operated motion capture technology and virtual camera.
- Developed specialized tools for the asset preparation process.
- Animated cinematic previsualization scenes.

Technologies: Unreal Engine, AWS, Oculus, Perception Neuron, ARKit and MetaHuman.

Reference: [Sean Kwon](#), creative director, [REDACTED]

3. Freelance:

(9/2021 - 6/2022).

3.1. [imersU Row](#):

(11/2021 - 2/2022).

Description: 3D rowing simulation using physical rowing machine.

Responsibilities:

- Developed specialized tools for the asset preparation process.
- Improved the performance of the game.
- Led a team of artists in creating a new level for the game.

Technologies: Unreal Engine and Blender.

Reference: [Edward Bennett](#), main contractor, [REDACTED]

3.2. For Shenzhen Schmidt Technology:

(10/2021).

Description: physical winch technical visualization.

Responsibilities: developed a real-time technical visualization for a physical winch product in Unreal Engine. The visualization program receives controls from a DMX512 network.

Technologies: Unreal Engine and DMX512.

Client is [Henry Schmidt](#).

3.3. [Blink Studios](#):

(9/2021 - 5/2022).

Description: Unreal marketplace products [REDACTED].

Responsibilities:

- Developed specialized tools for the asset preparation process.
- Improved and prepared products for release on the Unreal marketplace.

Technologies: Unreal Engine and Blender.

Reference: [Thomas Vuillomenet](#), founder & CEO, [REDACTED]

4. Other:

(12/2020 - present).

4.1. Open-source contributions:

- [ObjectDeliverer](#): [Deprecated, monolithic header and logging by lehuan5062 · Pull Request #56](#).
- [Client](#): [Fix compile error by lehuan5062 · Pull Request #387](#).

4.2. Plugins, tools and samples:

My Unreal plugins, tools and samples can be found on my [YouTube](#), [Itch](#) and [GitHub](#).

4.3. 3D and compositing experiences:

My 3D and compositing experiences can be found on my [ArtStation](#).