Jeffrey B. Le

**** (385) 630-9313

≥ jeffreyle20@gmail.com

in jeffrey-brandon-le

; jeffohh

EDUCATION

University of Utah, Salt Lake City, UT

Bachelor of Computer Science, Entertainment Arts and Engineering Emphasis

GPA: 3.60/4

Salt Lake Community College, Taylorsville, UT

Transferred to University of Utah

Aug 2020 — Aug 2022 GPA: 3.73/4

Aug 2022 — May 2025

EXPERIENCE

University of Utah

Aug 2023 — Ongoing

Teaching Assistant for Software Practice II

Salt Lake City, UT

- Guided students into programming in C++, teaching them memory management, model-view-controller architecture, debugging, Qt Creator's framework, and various C++ techinques.
- Assisted in grading coursework and exams, providing constructive feedback for students' programming design choices.

Freelance ROBLOX Developer

Dec 2016 — Aug 2020

 $Self ext{-}Employed$

- Implemented various gameplay mechanics, scripting, user interfaces, and animations to enhance project experience.
- Designed various systems that require **server-client** communication and verification.
- Collaborated with clients to understand their vision and requirements, offering suggestions to improve their game design choices and delivering products within deadlines.

ROBLOX Handle: @PhantomVisual

PROJECTS

Radio Loaded (Unreal Engine 5)

May — August 2023

Project Link: https://github.com/jeffohh/Radio-Loaded

- Collaborated in a team of four to create a rhythm-based third-person shooter using **SCRUM** development.
- Used **Object Oriented Programming** and **Class Inheritance** to program complex systems, including weapons, game mechanics, user interfaces, and animations, and analyzed music using Librosa and spleeter for beat tracking.

Note: This project remains private due to copyrighted music. Access can be provided upon request.

Sprite Editor (Qt Creator)

March — April 2023

 ${\it Project\ Link:\ https://github.com/jeffohh/Sprite-Editor}$

- Collaborated in a team of five to create a pixel drawing application using **Agile** development.
- Organized the project by managing Kanban boards, delegating tasks, holding meetings, creating document-style guides, and ensuring strong communication between the team.
- Applied Model-View-Controller architecture to ensure separation-of-concerns and maintainability.

${\bf Aceslinger~(ROBLOX~Game)}$

May — July 2019

 ${\it Project\ Link:}\ {\tt https://www.roblox.com/games/3467066236/Aceslinger}$

- Initiated and completed an independent ROBLOX game project from concept to implementation.
- Managed all aspects of game development such as gameplay mechanics, server-client communication, gamemode construction, data storing, user interface design, animations, monitization, etc.
- Although the project didn't achieve whidespread success, it provided me invaluable insights about game development, including project management, prototyping, playtesting, and player feedback.

PhantomVisual's Eye (ROBLOX Deployable)

Dec 2018

Project Link: https://www.roblox.com/library/2222057402/PhantomVisuals-Eye

- Deployed server and client communication to monitor players' camera position, keyboard inputs, and mouse inputs.
- Created user interface to spectate players and catch reported flags of client-side exploitations.
- Opensourced, owned by 1000+ users and deployed in hundreds of expereinces.

AWARDS

First Place, 2023 Game Day Analytics Challenge

Feb 2023

Organized by the University of Utah

- Awarded for excellence in data collection, data analysis, data visualization, and presention.
- Collaborated in a team of four using **Python Pandas** for data cleansing and extracting insights. Utilized visualization technologies, including Matplotlib, Domo, Tableau, and Alteryx, to translate complex datasets into meaningful visual representations, contributing significantly the team's success.

SKILLS

- Programming: Lua, C++, C#, Python, Java, JavaScript, Unreal Engine 5 Blueprints
- Software: ROBLOX Studio, Unreal Engine, Qt Creator, Maya 2023, Unity