Jeffrey B. Le

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EDUCATION

University of Utah, Salt Lake City, UT **Aug 2022 — May 2025**
Bachelor of Computer Science, Entertainment Arts and Engineering Emphasis *GPA: 3.56/4*

Salt Lake Community College, Taylorsville, UT **Aug 2020 — Aug 2022**
Transferred to University of Utah *GPA: 3.73/4*

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-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**
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.

Aceslinger (ROBLOX Game) **May — July 2019**
Project Link: 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