

Richard Le

Student, Junior Developer

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website
linkedin
github

le-rich.github.io
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github.com/le-rich

Experience

Under the GUI Academy

Junior Developer, Curriculum Creator, Instructor

Created all schooling curriculum: 7 Games and one theory CS Course.
Implemented front and backend features to a web-embedded game engine.
Added support for a new graphics library and support for more programming languages for students to code with.

Used: AWS, Full Stack Web, Python, Java, C#, Unity Game Engine

February 2017 - Present
Vancouver, CA

COHO Labs

Undergraduate Research Assistant

Worked on streaming 3D geometry from architectural software to a game engine in real-time. App ran on Microsoft Hololens targeting AR.

Used: C#, Rhinoceros 5, Unity Game Engine

October 2017 - April 2018
Vancouver, CA

Skills

Programming

C# Java
C C++
Full-Stack Web
SQL

Software

Unity Engine
Unreal Engine
Blender
Adobe Suite

Theoretical

OOP Analysis and Design
Data Structures and Algos
Graphical Programming
UI/ UX Principles

Achievements

Hackathons

Bizhacks 2019
2nd Place Winner

Game Jams

BC Game Jam 2019
1st Place - BBI Subtheme
1st Place - Offworld Subtheme

Education

British Columbia Institute of Technology 2019 - 2022

BTech in Computer Systems Technology

University of British Columbia 2015 - 2018

Statistics