Richard Le

richardle1997@gmail.com
604-600-2916

portfolio richard-le.com
linkedin linkedin.com/in/le-rich
github github.com/le-rich

A Computer Systems student with experience in game development and 3D visualization.
I have a strong passion for the gaming industry as demonstrated by my projects and have a great admiration for the intersection between technology, design and creativity.

Skills

Programming	Software	Theory
C# Java	Unreal Engine	Version Control
C C++	Unity Engine	Agile Development
Full-Stack Web	Blender	Gameplay Optimization
MySQL	Adobe Suite	3D Rendering Concepts

Game Jams

Sunseeker

BC Game Jam 2019

1st Place - Blackbird Interactive Subtheme
1st Place - Offworld Industries Subtheme
You are a researcher stranded in space. Your only hope...a lone frenchman, survive for 5 days while he parties. Get energy orbs with your drone and refuel your base to stay alive.

Worked on: Core gameplay, Shader Code, Effects and VFX Scripting, Voice Acting
Used: Unity, C#, Maya, Adobe Suite, HLSL

Indie Games

Ecocity The Game
Who can build the best eco-city? Is it you? Balance economy and ecology to build your own sustainable city. Available now at ecothegamecity.ca and on the google play store.

Worked on: Core Gameplay, 3D Animation, UI Scripting, Particle Effects
Used: Unity, C#, MySQL, PHP

Midnight Crown
An 'aerospace' combat flight game in atmosphere and zero-g. Featuring full 4 degrees of movement flight simulation, predictive guidance weapons, diegetic cockpits, complex AI behaviour trees with local avoidance and FMOD 3D Spatial audio to keep you on your toes. Built over the course of 1 Year as the sole developer.

Worked on: Everything! Gameplay, Art, Audio.
Used: Unity, C#, Blender, FMODStudio, Adobe Suite

Roasted
Get your coffee beans and get ready for a last stand. You play as Joe, a barista, as an endless horde of angry hipsters make their way to your cafe. Defend yourself!

Worked on: Core Gameplay, VFX Scripting and Animation, UI and UX.
Used: Unity, C#, Adobe Suite

Hackathons

[Canary](#)

Angelhack 2019

1st Place - Agora Challenge
A medical app that connects users to local trained volunteers who provide first-aid emergency medication before first responders reach a site. Current medication targets are Epinephrine, Insulin, Naloxone and CPR service.

Worked on: Google Maps Integration, Front-End UI, Project Management, Business Analysis
Used: Agora RTC, Google Cloud Platform, NodeJS, HTML, CSS, JS, JQuery

[Visualeyes](#)

Bizhacks 2019

2nd Place - Best Buy Business Case
A Computer Vision/ Machine learning app that brings you to a product's storefront just by taking a photo of it.

Worked on: Camera Capture and Vision Analysis, Front-End UI and Animations
Used: C#, Clarifai Computer Vision API

Experience

Feb 2017 - Present

Under the GUI Academy

Senior Staff Trainer, Junior Web Developer, Curriculum Creator, Game Dev 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 graphics libraries and support for more programming languages
- Consulting on Instructor Training and Curriculum Direction

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

Oct 2017 - Apr 2018

COHO Labs, UBC

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

Education

British Columbia Institute of Technology 2019 - 2022
BTech in Computer Systems Technology, 89% GPA

University of British Columbia 2015 - 2018
Statistics and Computing Science Undergrad Courses

- Completed courses in Data Structures and Algorithms, Computer Architecture, Software Construction and more