

## Richard Le

### Student, Junior Developer

richardle1997@gmail.com

**website**  
**linkedin**  
**github**

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